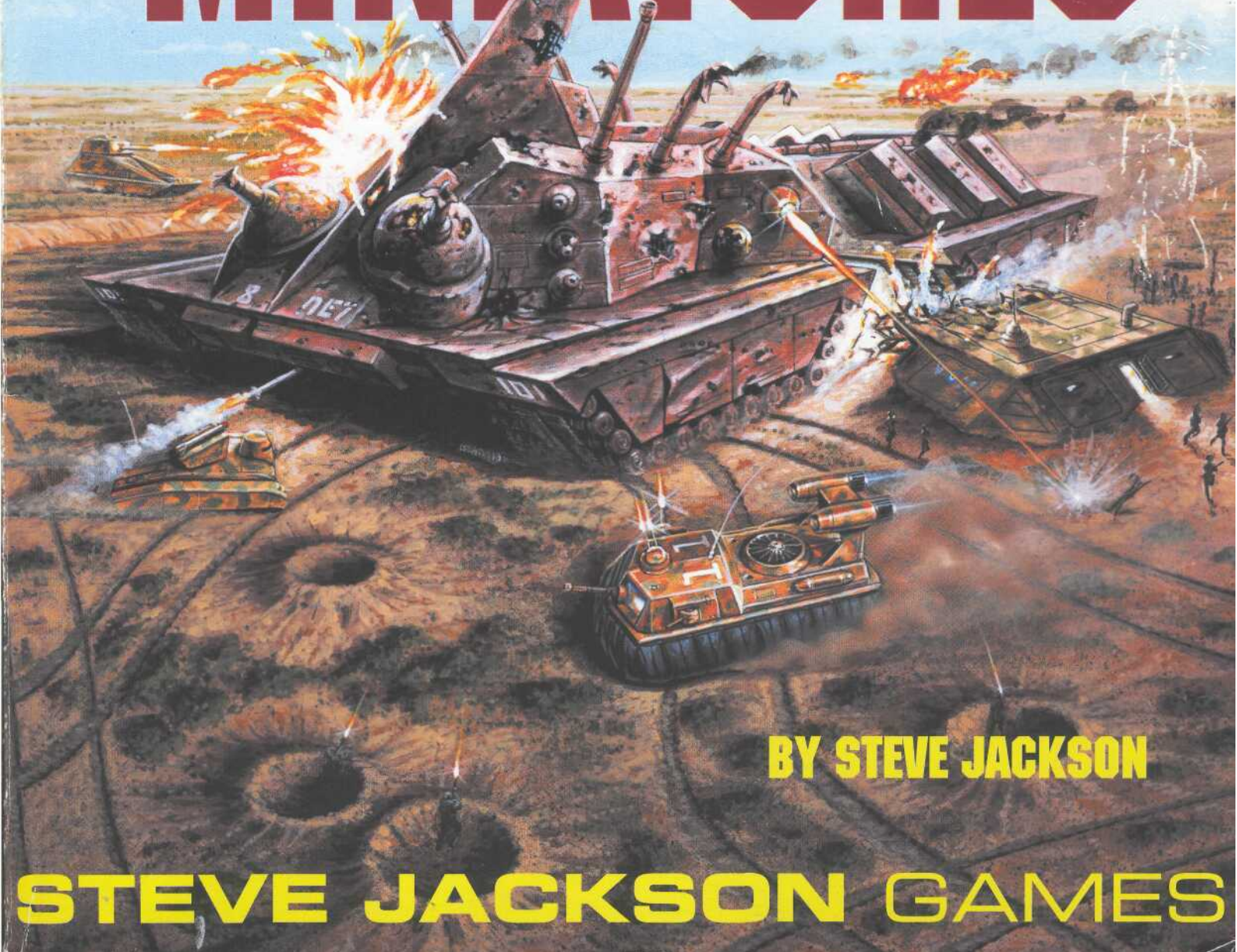


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## MINIATURES



BY STEVE JACKSON

STEVE JACKSON GAMES



# OGRE MINIATURES

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Thanks also to the many gamers who have commented on the various boardgame editions of *Ogre* over the years!



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## STEVE JACKSON GAMES

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# INTRODUCTION

Technology governs strategy. The tank-type vehicle, considered obsolete by the end of the 20th century, ruled the battlefields of the 21st.

Several factors led to the reappearance of mechanized warfare. The first, of course, was the development of biphasic carbide armor. Stronger than any steel, it was also so light that even an air-cushion vehicle could carry several centimeters of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armor - which meant that, in practice, nothing less than a tactical nuclear device was likely to be effective.

Infantry, which had for a time eclipsed the tank, declined in importance. Although an infantryman could carry and direct a tactical nuclear missile, he had to be extensively (and expensively) protected to survive the nuclear battlefield. Thus, the "powered suit" was developed. Four cm of BPC, jet-equipped, it could guard a man for about a week (in increasing discomfort) from shrapnel, background radiation and bio-chem agents. However, the cost of equipping infantry reduced their value. They were still more flexible and maneuverable than armor, and now they were almost as fast - but they were no longer cheaper.

Long-range nuclear missiles, which had been expected to make a mockery of "conventional" operations, likewise declined in value as jamming technology and laser countermeasures improved. Without satellite guidance, no missile could hit a less-than-city-sized target at more than 30 km - and no combatant could keep a spy satellite operational for over an hour. Missiles big enough to carry jam-proof guidance systems were sitting ducks for the big laser batteries - for, although lasers had proved too temperamental and fragile for battlefield use, they were fine as permanent AA units, defending rear areas.

Thus, the tank-type vehicle - fast, heavily armed and armored, able to break through enemy positions and exploit disorganization - returned to wide use. And, once again, planners fretted over priorities. More guns? More armor? More speed? Increase one, and lose on the others? Increase all, and build fewer units?

Some interesting compromises appeared. The 21st-century infantryman, especially with the later "heavy powered suit," was a tank in his own right, at least by 20th-century standards. The armed hovercraft or ground effect vehicle (GEV), equipped with multileaf spring skirts for broken ground, could make 120 km/hr on any decent terrain, and 150 on desert or water. Conventional tanks were slower but tougher. All fired tactical nuclear shells.

The ultimate development of the tank-type weapon, though, was the cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cybertanks terrorized *everyone*, and with good reason. They were bigger (up to 50 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 50 kph or better) and more heavily armed (some had fire-power equal to an armor *company*). And two to three meters of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though, was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although "artificial intelligence" had existed as early as 2010, and fully autonomous factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units - the first true "robots."

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped



*The Command Post was a hurricane of activity. A constant stream of data scrolled over banks of monitors. Technicians droned as they passed that information on; officers shouted harshly as they tried to salvage a collapsing combat line. The holographic display was the center of their attention. All color and motion, it mapped the battlefield, marking each combat unit. Tanks and infantry shone like brightly painted toys, colored to show unit affiliations, oversized on the rolling landscape. Standing against them was a single huge shape, its every weapon carefully modeled, with damage shown in flashing crimson. It pressed forward, approaching the Command Post, leaving a trail of destroyed armor in its wake. A flare of light washed over the battle display, colored images replaced by burned-out hulks, as a half-dozen units fell before its onslaught. And the juggernaut advanced relentlessly . . .*



**Relative sizes of units.** The OGRE towers over the Heavy Tank and the infantryman. The size difference would be even greater if the trooper were in scale; since he represents a whole squad, he's slightly bigger than a "real" battlesuit.

never to confront them, and preferred to keep a respectful distance - like several kilometers - even from friendly ones. They were just too *big*.

One fact, more than anything, points up the feeling that developed toward the cybertank. Unlike other war vehicles, they were never called "she." Friendly units of the speaker's acquaintance were "he"; others were "it." And the term "cybertank" was rarely used. People had another name for the big war machines - one drawn from the first Combine units and, before that, from dark myth.

They called them Ogres ....

**Ogre Miniatures** is a multiplayer game of tactical armor and infantry combat in the 21st century. Each player commands a force of armor and infantry, which can include huge cybernetic fighting machines - the Ogres. The basic scenarios involve two players and usually one OGRE. Advanced scenarios may involve more players and several Ogres. Playing time is between 1 to 4 hours.

## GAME SCALE

The recommended ground scale for this game is 1/30,000, or 750 meters to the inch. This makes 2" equal approximately one mile. Of course, if a large enough playing surface is available, the ground scale can be changed. A scale of 1/20,000, or 500 meters to the inch, works well on a very large game area.

The official **Ogre** miniatures are in 1/285 scale. Thus, on the map, they are a bit over 100 times as big as the "real" armor units would appear! The players are not looking at a birds-eye view of the battlefield. Instead, they're seeing the holotank used by a commander, in which units are enlarged for clarity . . . and shown in appropriate national colors. Likewise, buildings are enlarged; a clump of trees may be shown as a single tree, and so on.

These rules assume that the holotank also exaggerates vertical scale by a factor of 100 to make it more visible to the commander. This means that — for instance — a cliff is "really" only as tall as it appears to be next to the units, and a hill that looks steep on the game board is actually quite gentle. This also preserves line of sight: since only horizontal scale is exaggerated, if a modeled hill blocks LOS to a modeled target, the real hill would block LOS to the real target.

Each turn equals 4 minutes of time. Thus, each inch of Move represents a ground speed of about 7.5 mph.



## MAKE OGRE HISTORY!

If you create a good scenario for *Ogre*, we'd like to see it . . . it might see print, or be used for tournament play! For each scenario we use, the writer will get full credit, a copy of the publication where it appears, and a \$50 mail-order certificate for SJ Games products and/or *Ogre* miniatures!

Likewise, if you've got a hot-looking *Ogre* army, send us a 35mm color slide and we might use it! Any slide accepted for publication earns a \$20 gift certificate and a copy of the first book where it's used. *Be sure to write your name on the slide.* Your cover letter should include the name of the photographer, the person who

Painted the vehicles, and (if structures or special terrain are shown) the manufacturer or scratch-builder.

Other suggestions for the world of *Ogre* will be read with great interest. If you think you'd like to write or draw for further *Ogre* books, send a SASE for our writers' and artists' guidelines.

*Instructions and legal fine print: Send submissions to OGRE, c/o SJ Games, Box 18957, Austin, TX 78750. All submissions become the property of SJ Games and none can be returned. Include a SASE if you wish an acknowledgement that your submission has been received.*



Before playing, read through the basic rules once to get the "feel" for the game. Then lay out the battlefield, its terrain, and the miniatures required for the basic scenario. With this rulebook as reference, you will then be ready to play.

## THE BASICS

Start by punching out the Attack Templates (see p. 33) and the various markers. A tape measure and at least one 6-sided die will be required for play. A few smaller rulers will also be useful.

You will need a way to check line of sight. A spool of thread is the easiest solution. A high-tech alternative is a laser pointer.

Choose a scenario (see Chapter 11) and create an Ogre Record Sheet (see pp. 19-20) for each Ogre in the game.

## PLAYING SURFACE

You will need a flat playing surface *at least* 3 feet by 5 feet. Bigger is better; as long as no spot on the table is out of reach, it can't be too big.

Place appropriate miniature terrain on the table; this is covered in detail in Chapter 7. The battlefield may be modeled in as much detail as you like. It can range from simple paper cut-outs representing terrain areas to fully sculpted and painted scenery. In most cases the arrangement of the battlefield terrain can be determined by the players. Certain scenarios will have particular terrain requirements.

Changing the size of the battlefield has a significant effect on play. A smaller field brings units into contact quickly, shortening the game. On a small battlefield, an Ogre may simply be unstoppable. When an Ogre is used, it should start the game at least 4-5 feet (16+ miles) away from its objective. A larger field allows for more maneuvering before combat begins, which usually lengthens the playing time.

## MINIATURES

You'll need a good selection of fighting vehicles. A single Ogre of Mark III or above can be a credible attacking force. An armor force of a dozen units is about the smallest possible for an interesting game; two forces of 15 to 20 units each, with a little infantry support, can have a good battle lasting an hour or two. Your own army can be made up of any combination that works for you, but some suggested forces are described in Chapter 10.

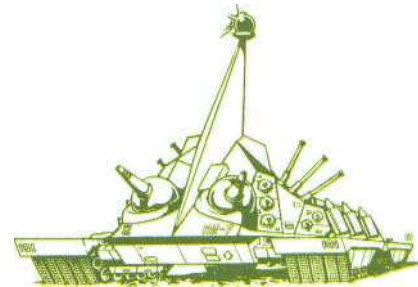
For Ogres and armor, each miniature represents a single vehicle. Each infantry miniature represents a squad (5 or 6 men). These miniatures may be mounted 1, 2 or 3 per base. Keep a few extra 1- or 2-figure bases on hand to "make

change" when an infantry unit loses squads. (If you prefer, you may base all infantry figures in groups of 3, and use markers or "casualty caps" to indicate losses.)

Other objects on the battlefield are Structures. These include buildings, bridges, fortifications, and other built items, which can serve either as combatants or as objectives. Many scenarios will include a Command Post, and some will include Laser Turrets, Laser Towers, or other structures.

The official **Ogre** miniature vehicles are cast by Ral Partha (see p. 18). Detailed Casting Products (see p. 25) makes the official line of buildings. Other miniatures may be brought in (or scratch-built) at the players' discretion. Many manufactures have lines of 20th-century vehicles which may be used to represent "archaic" units (see p. 15).

The game is much more enjoyable if the vehicles and other miniatures are painted. See Chapter 12.



## DESTROYED/DISABLED VEHICLES

Markers are provided to indicate disabled or destroyed vehicles. If you would prefer to represent real smoke, rather than a colored tag in a holo-display, use pieces of cotton. White "smoke" represents a disabled unit; black "smoke" is a destroyed hulk. If black-painted cotton isn't available, just turn each destroyed unit upside down within its smoke.

For maximum realism, some miniatures may be painted as burned-out hulks (see p. 30) for use as needed.

## THE REFEREE

While a referee is not necessary, it can be worthwhile, especially in a tournament game, to have an impartial arbiter. If there is a referee, he should make sure, before the game, that all players agree on the definition and effects of all types of terrain, since this is the most likely source of argument. He should also specify - in writing, if necessary - which optional rules are in effect, and any rules that differ from the basic material in this book.

The referee may be called upon to interpret rules, to judge close measurements, and to do anything else necessary to keep the game flowing smoothly. When players agree to a referee, they are also agreeing that his word is final.

# 2 TURN SEQUENCE

**Ogre** is played in alternating turns. During his own turn, each player may move any or all of his units, and then attack with any or all of them. Each armor unit, infantry unit, or Ogre weapon system may attack only once per turn except in an overrun situation. Each unit, except for GEVs, may move only once per turn.

The basic turn sequence, for each player, is:

## RECOVERY PHASE

1. Units which were disabled in the preceding turn by forest, swamp, or rubble terrain may recover. Roll a die for each unit, and on a 3,4,5 or 6 that unit recovers.

2. Units which were disabled by enemy fire *two* turns ago now recover automatically. Units disabled by enemy fire *last* turn remain disabled.

Units which recover may move and fire normally this turn.

## MOVEMENT PHASE

3. Any or all of the player's units may move up to their full Move across the battlefield.

a. If any unit comes within 1" of an enemy unit, this creates an *overrun* attack, which is immediately resolved - see p. 33. Any of the player's surviving units may then complete the remainder of their movement.

b. Some units may be stuck or disabled by swamp, forest or rubble terrain. As soon as any unit enters terrain dangerous to it, roll immediately to check the result. Units which rolled for disabling while engaging in an overrun attack do not roll again.

## FIRE PHASE

4. All units which are not disabled may fire. Units which made an overrun attack *may* fire in the fire phase as well.

## SECOND GEV MOVEMENT PHASE

5. The player may now move any or all of his GEVs their second movement allowance, except for those which are disabled or those which entered swamp, forest, or rubble terrain during the first movement phase.

a. If any GEV comes within 1" of an enemy unit, creating an overrun situation, resolve this overrun combat as normal.

b. Check whether any GEV entering swamp, forest, or rubble terrain becomes disabled.

*It is now the other player's turn.*

## TURN PHASING FOR DISABLED UNITS

It is necessary to keep track of when and how a unit becomes disabled. Disabled units are marked with a D marker or a puff of cotton "smoke." Normally, there should

not be enough disabled units on the battlefield at one time to create confusion about when any given unit was disabled. For very large battles, use the white D markers to indicate units disabled on even turns, and the black D markers to indicate units disabled on odd turns. Thus, only one color of marker will recover on each turn.

## MULTI-PLAYER SEQUENCING

A scenario with more than two players will use a similar sequence; the players move in the same alternating order for each turn. Each player, in turn, moves and resolves combat; then the next player moves and resolves combat; and so on. Where there is more than one player for each side, the players on the same side must take their turns consecutively. For example, the first Paneuropean player takes his turn and then the second Paneuropean player takes his turn. Then the first Combine player takes his turn, followed by the second Combine player, and so on.

Players on the same side may take their Fire Phases together in order to combine their attacks.

## SPEEDING UP MULTI-PLAYER GAMES

Although multi-player games are interesting, and good for convention play, they can be slow. There are several ways to deal with this:

(1) Use a referee. If all scenario rules and special objectives are provided in writing at the beginning of the game, setup will go much faster, too.

(2) Don't combine fire phases - that is, allied players may not combine their fire. This is entirely to save time; there's no "real-world" reason to prohibit combined fire.

(3) Set time limits for movement. Each player must complete his movement within a specified time, and must then begin his fire phase even if some of his units haven't moved.

## ENDING THE GAME

A scenario may last until one force is entirely gone from the battlefield, or until some particular objective is accomplished. Time limits can also be added for greater challenge - for instance, by giving the attacker an objective which he must take in a given number of turns. Rather than giving a flat time limit, the scenario can be designed so that the defender begins to get reinforcements after a certain amount of time. This will force the attacker to get in, do the job and get out - or be annihilated.

Victory conditions depend on the scenario - accomplishment of an objective, victory points for destroyed units, or by some combination of both. See Chapter 11 for scenarios.

Commanders in **Ogre** may choose from a wide variety of units, ranging from the monstrous Ogres themselves, through many different sorts of armor units, down to the "poor bloody infantry" - who, in their battlesuits, are formidable in their own right. Each unit has a Point Value, used both to select forces and to determine victory.

There are six characteristics which determine a unit's capabilities on the battlefield. These are its Attack Strength and Range; its defensive ability (which is a Defense Strength for units and small buildings, and Structure Points for a large building); its Move, and the Movement Mode which determines how it handles various sorts of terrain; and its Size. Taken together with the unit's special abilities, these characteristics give its Point Value.

All unit characteristics are shown on the Unit Table. This is a separate card which should be removed from the book.

## ATTACK STRENGTH

This number represents the combat strength of a particular unit. A higher number means a greater attack capability - usually because of a larger weapon. Most units have a single attack strength. Each individual Ogre weapon system has its own particular attack strength. Infantry units have an attack strength based on the number of squads remaining in that unit; each squad has an attack strength of 1.

Most units use electromagnetic accelerator weapons (railguns) to fire a variety of projectiles. They can apply devastating direct fire, or use indirect fire by releasing overhead submunitions. Rather than fry everything in an area with a kiloton explosion, 21st-century weapons can spray that area with dozens of tiny smart-nukes with a shaped-charge effect, increasing the chance of a kill while doing less permanent damage to the landscape.

Attack strength also relates to detection ability; in general, larger units carry better electronics and have a better chance of accurately locating their targets.

## RANGE

This is the maximum distance, in inches, at which a unit may attack. Armor units and Infantry units have a single range for their fire. Each Ogre weapon system has its own particular attack range.

## DEFENSE STRENGTH

This number represents the defensive strength of a particular unit. The higher the number, the better the unit defends. Each armor and infantry unit has a single defense strength. Defense strength is based on several factors: mobility (and

ability to hide), electronic countermeasures, the point-defense weaponry carried by most units, and - perhaps *least* important - heavier armor. Camouflage is usually of no account at all, as the naked eye is more easily fooled than electronic detectors - see p. 62.

Infantry units have a defense strength based on the number of squads remaining in that unit... the more squads, up to 3, the better the effect of their combined ECM and of their personal weapons in point-defense mode.

Each individual Ogre weapon system has its own defense strength, based on its durability and the Ogre's overall ECM and point defense.

Some units have a defense strength of 0. Such a unit is destroyed automatically if attacked.

## STRUCTURE POINTS

Large buildings and other structures (see Chapter 4) do not have Defense Strengths; instead, they have Structure Points. These are gradually worn down by attacks (see p. 37). Note that while units with Defense Strengths get defensive bonuses for some terrain, there is no terrain bonus for Structure Points; these buildings are too large to hide behind trees, disguise with ECM and so on.

## MOVE

This number represents the maximum distance, in inches, that the unit may move, each turn, through *clear terrain*. Movement through different terrain can increase or decrease this distance. A unit never has to move, nor does it have to use its full movement allowance each turn. For example, a Heavy Tank has a movement value of 6". During its movement it can choose to remain stationary, or it can move any distance up to a maximum of 6" across the battlefield. Unused movement may not be saved from turn to turn.

GEVs (ground effect vehicles) have a *split* movement value. For instance, a regular GEV has a movement value of 8"/6". This means that it has *two* movement phases per turn. It has a movement value of 8" for the regular movement phase, and a value of 6" for the second, GEV-only movement phase, which takes place after combat.

During its movement phase, any vehicle still capable of movement may always move forward at least 1", regardless of any terrain modifiers.

The movement values were derived by allowing 2" of movement for each hex in the original **Ogre** game. Players who want a larger ground scale can simply multiply all movement values *and weapon ranges* by whatever factor they choose.



## MOVEMENT MODE

This is a 3-letter abbreviation that represents the mode of travel used by the unit, as follows:

|                           |                                    |
|---------------------------|------------------------------------|
| GEV = all hovercraft      | INF = Infantry battlesuits         |
| TNK = Tank                | MAR = Marine battlesuits           |
| HVY = Heavy Tank          | MIL = Infantry without battlesuits |
| OGR = Ogre and Superheavy | WHL = Wheeled vehicles             |

Abilities of each type are explained on p. 46.

## SIZE

This is an abstract measure of the unit's size and weight; see the *Size Table*, p. 17. Size is mainly used to determine how hard it is to push an inert unit around, and what a unit can hide behind. Size is not important for buildings.

## POINT VALUE

This is the "cost" of the unit in scenarios where the players can choose their own armies. See p. 56. It also represents the "victory point" value of the unit when it is destroyed.

Some units, such as trucks, have little intrinsic point value, but might be worth a lot if they were carrying valuable or badly-needed supplies. Others, such as CPs, may have a very high value, but exactly *how* high depends on the scenario. All such units have "by scenario" listed as their point value, meaning that if they are included in a scenario, the designer or referee must specify what they cost in the initial setup (if anything) and what they are worth in terms of victory points.

## OGRES

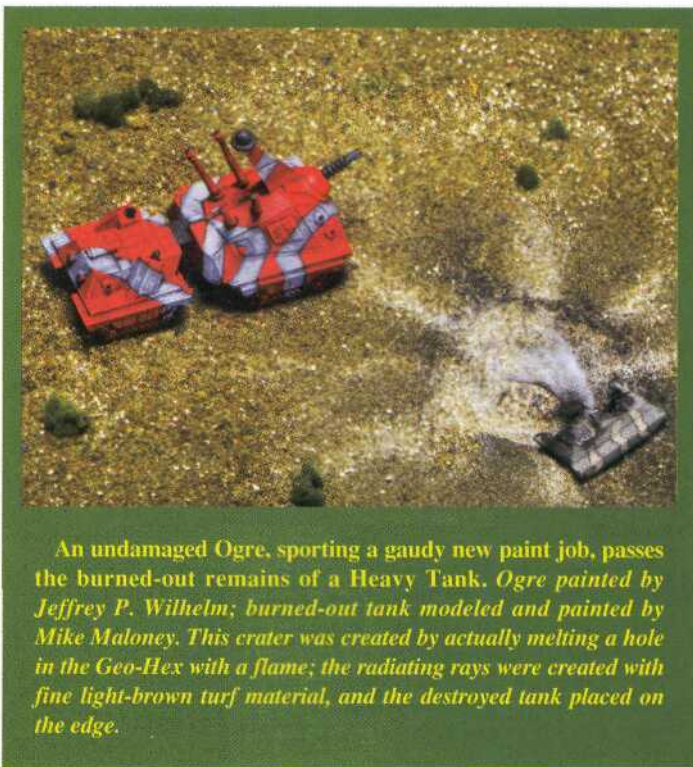
An Ogre is a single robotic fighting vehicle, or "cybertank." Ogres are huge: the Mark V is over 25 meters long, and a few experimental cybertanks were twice as big. Each Ogre type has a particular array of weapons systems, including guns, missiles, and anti-personnel batteries. The capabilities of each particular Ogre are shown on their individual Record Sheets, which are used to record the damage that an Ogre takes during the game. As an Ogre is damaged, its capabilities decline, until it is finally destroyed.

Technically, the Ogre name applied only to a few specific models of cybertank. For the purposes of these rules, any multi-gunned unit of Size 5 or greater which operates without a crew can be considered an "Ogre."

Make a separate Ogre Record Sheet (see pp. 19-20, 31) for each Ogre. Unless specified otherwise for a particular scenario, this sheet is *not* a secret - any player may see the current status of any Ogre.

## OGRE WEAPONS

An Ogre has a number of different weapon systems, each with its own particular attack strength, range and defense



An undamaged Ogre, sporting a gaudy new paint job, passes the burned-out remains of a Heavy Tank. *Ogre painted by Jeffrey P. Wilhelm; burned-out tank modeled and painted by Mike Maloney. This crater was created by actually melting a hole in the Geo-Hex with a flame; the radiating rays were created with fine light-brown turf material, and the destroyed tank placed on the edge.*

strength. The Ogre Record Sheet shows the particular combination of weapons each Ogre has. In general, the bigger the Ogre, the more weapons it starts with.

The Ogre may fire each weapon once per turn, except for missiles, which are expended upon firing.

### MAIN BATTERY

**Attack: 4**      **Range: 6"**      **Defense: 4**

An Ogre main battery is a large railgun. It usually fires tacnukes, but may use other munitions for special effects.

### SECONDARY BATTERY

**Attack: 3**      **Range: 4"**      **Defense: 3**

Ogre secondaries are similar in nature to the main batteries, but slightly less powerful and more lightly armored.

### MISSILES

**Attack: 6**      **Range: 10"**      **Defense: 3**

Each Ogre missile is a one-use weapon. Once each missile is fired it is gone. The defense strength represents the toughness of the missile while it is still being carried by the Ogre. If a missile is destroyed before it is fired, the Ogre cannot use it as an attack. Individual missiles carried by an Ogre are fired and targeted separately.

Some Ogres mount their missiles externally, and can fire any number of their remaining missiles each turn. Thus, an undamaged Mark V can fire up to six missiles in a single turn.

Other cybertanks, starting with the Paneuropean Fencer, carry their missiles internally, and require missile racks (see below) to launch their attacks. If a unit has missile racks, its missiles *cannot* be targeted separately.

## MISSILE RACK

**Attack: NA      Range: NA      Defense: 4**

The missile rack is a specialized system for firing Ogre missiles. Each missile rack may fire one missile per turn. Therefore, an undamaged Ogre Mark IV, with three missile racks, can fire three missiles each turn. The missiles for this system are stored in bays within the Ogre itself and can only be fired through the missile rack. Missiles stored within an Ogre cannot be destroyed. If all of an Ogre's missile racks are destroyed, it may no longer fire any missiles remaining in its storage bays. The destruction of a missile rack destroys one missile at the same time.

The attack strength and range of these missiles are identical to those of standard Ogre missiles.

## ANTIPERSONNEL BATTERIES

**Attack: 1      Range: 2"      Defense: 1**

The AP batteries are only effective against thin-skinned targets, such as unarmored command posts, most civilian buildings, transport vehicles ... and, of course, infantry.

Ogres are not the only units to have AP batteries. Some permanent emplacements, and a few large armor units, have an AP capacity.

A unit which mounts multiple AP batteries may not shoot them off, one at a time, for a long series of attacks against the same target. Each unit only gets one AP attack per turn against any given target, though it can combine as many AP guns as are available into that attack.

## TREAD UNITS

These units represent the current status of the Ogre's treads and motors. A "tread unit" is not a physical item of any kind - it is a unit of measure. When all an Ogre's tread units are gone, the Ogre may well have some treads and motors left... but not enough to move it!

## DAMAGE TO TREADS

Fire may be directed at the Ogre's treads to destroy tread units. This is a special attack, described on p. 32.

The Ogre does not expend tread units simply by moving. It *does* lose tread units when it rams enemy units - see p. 34.

Reduction of tread units reduces the movement value of an Ogre. Most Ogres start with a move of 6". When its tread units are reduced by 1/6 their original number, the Ogre's move is reduced by 1". With each subsequent destruction of 1/6 of the original tread units, another 1" of movement is lost, gradually slowing the Ogre down.

The Ogre Mark IV, the Ninja and a few relatively rare types are faster. Each such unit starts the game with a movement value of 8", which is reduced by 1" with the destruction of each 1/8 of its original tread units.

When all of an Ogre's tread units have been destroyed, the Ogre may no longer move. The Ogre can still fire at any target within the range of its remaining weapons.

## OGRE MINIATURES

## OGRE ARMOR

Ogres, like other combat units of the 21st century, are armored with BPC: biphasic carbide armor. Formed of artificial diamond fibers in a carbon matrix, a thick enough layer of BPC can resist even an atomic explosion - and big Ogres carry *meters* of BPC.

## THE OGRE FAMILY

### OGRE MARK I

**Points: 25**

The first and smallest of the Ogres, dating from 2060. It has 1 main battery, 4 anti-personnel batteries, and starts the game with 18 tread units.

The first cybernetic tank, the Mark I, was a direct line development of the Combine's advanced battle tanks. Half again the size of a Heavy Tank, it was turreted, with a "conning tower" mounted behind the main gun. This gave the Mark I's sensor suite an excellent vantage point high above the battlefield. The tower became a trademark of Ogre design.

The Mark I was intended as a battle-line unit, but proved not to be cost-effective in that role. Although it was hard to kill, it was too easy - relative to the huge cost of the cybernetic brain - to put it out of action. However, the Mark I remained in regular production as long as the Combine lasted, simply because it was the only Ogre small enough to be transported by conventional means. It proved to be effective as a light raider unit in terrain where human troops did not perform well, such as remote jungles and tundra. Perhaps a larger Ogre would have been even better . . . but often they couldn't get there.

### OGRE MARK II

**Points: 50**

The first Ogre to have a varied weapons array. An Ogre Mark II has 1 main battery, 2 secondary batteries, 6 anti-personnel batteries, and starts the game with 30 tread units.

The Mark II was intended as a replacement for the Mark I. In addition to its turreted main gun, the Mark II had a pair of secondary cannon. This added greatly to its battlefield flexibility. It was certainly more cost-effective, but because it would fit in no transport smaller than an ocean-going freighter, it wasn't suitable for many of the Mark I's missions. Furthermore, once it had been tested in battle, it still appeared undergunned.

The Mark II was phased out of regular production in 2076. The Seattle factory complex retained production templates, and occasional short runs were done for special purposes - including sale to client states.



## FENCER

**Points: 140**

The first original cybertank design produced by the Paneuropean Federation, the Fencer also had the first operational missile racks. The Fencer had nothing comparable to an Ogre main gun. It carried two "secondary" batteries and 8 anti-personnel batteries. Its main armament consisted of its four missile racks. It carried 20 missiles in its internal storage bay. The Fencer starts the game with 48 tread units.

The Fencer design had been in progress for a year when England fell. Some Paneuropean leaders, notably the French, wanted to press ahead with their home-grown design, while others wanted to adopt and improve on the Ogre technology that had fallen into their laps. Typically, the Paneuropeans compromised by doing both. The Fencer reached the battlefield in 2084 and was a success, but Mark III and V units produced in Sheffield, Stuttgart and elsewhere were always more plentiful in the Paneuropean forces. Later Paneuropean cybertanks, though, were developments of the Fencer.

Like the Mark III and later Ogres, Fencers were articulated. However, they lacked the Ogre tower. Instead, they had a large, flat turret housing the two conventional cannons. The missile racks were located to the rear.

## OGRE MARK IV

**Points: 150**

This was designed as a fast strike Ogre. The Mark IV has 1 main battery, 2 secondary batteries, 8 anti-personnel batteries, and 3 missile racks. It carries 15 missiles in its storage bays, and starts the game with a move of 8" and 56 tread units.

The Mark IV was part of a two-pronged Combine plan to improve on the Mark III - knowing as they did that the Fencer was in development and that a Fencer would be able to beat a Mark III one-on-one. Rather than build one cyber-tank that would do everything, Combine planners designed the Mark IV for speed and long-range striking power, and the Mark V as a slugger. The Mark V was essentially just an improved III or III-B, and passed its trials quickly. The Mark IV proved fragile at first, and was not deployed until Mexico City in 2086 - which is why no Mark IV templates were captured at Sheffield.

## OGRE MARK V

**Points: 150**

Larger and more formidable than any of its predecessors, the Mark V is outfitted with 2 main batteries, 6 secondary batteries, 6 missiles, and 12 AP batteries. It starts the game with 60 tread units.

When the Mark V appeared, it relegated the Mark III to a useful but still secondary role. Mark Vs appeared in the Paneuropean line of battle late in 2081 - the templates at



Ogre Mark III or Paneuropean Legionnaire: identical in all but allegiance. Mark III design by Winchell Chung and Jeffrey P. Wilhelm; sculpture by Jeffrey P. Wilhelm.

## OGRE MARK III

**Points: 100**

The first really successful front-line unit, the Mark III became a mainstay of both Paneuropean and Combine forces. It has 1 main battery, 4 secondary batteries, and 8 anti-personnel batteries. It also carries two large missiles in exterior launching tubes. It starts the game with 48 tread units.

The Mark III was the first Ogre designed from the ground up. It was a truly massive machine, carrying over two meters of BPC armor. It was turretless and articulated; the trademark "tower" was capable of folding back for hull-down concealment. This was the first Ogre to carry missiles. During the Last War there were more Mark III's built than any other type of Ogre.

When England fell to Paneurope in 2079, the Sheffield factory was captured almost intact, and within four months it was producing Mark III units for the Paneuropeans; see p. 51. Thus, for the majority of the war, both sides had Ogres. The Paneuropeans called their Mark III the "Legionnaire."

## OGRE MARK III-B

**Points: 120**

The III-B is an up-gunned variant of the standard Ogre Mark III. It is armed with 2 main batteries, 4 secondary batteries, 8 anti-personnel batteries, and 4 missiles. Like the Mark III, it starts the game with 48 tread units.

The Sheffield factory did not have III-B templates; this model was thus not found in the Paneuropean order of battle. Combine planners apparently never made up their minds whether the III-B was a good idea, or whether the extra weaponry was too large an investment to trust to the III's chassis. A III-B was significantly more expensive than a III.



Sheffield had been damaged in the fight for the factory, and the Paneuropean Ogre development team chose to test their own Mark IIIs in battle before trying to get the Mark V on line. The rebuilt templates included several modifications and improvements; thus, while early Paneuropean Mark IIIs looked just like their Combine cousins, the Mark V variants produced at Stuttgart were distinctively different from any Combine units. Paneurope called this the "Huscarl." Some versions of the Huscarl dispensed entirely with the characteristic Ogre tower.

## OGRE NINJA

**Points: 150**

Of the many experimental cybertanks designed by the empires of the 21st century, certainly the best known was the Combine's Ninja. It was by far the most successful attempt at a "stealth" cybertank. How do you hide something the size of a small building? With *lots* of electronics. The Ninja traded offensive armament for speed, intelligence (almost all were self-aware), and defensive electronics and weaponry. Probably fewer than a hundred were built; they were expensive, and not cost-effective in every role. But as sneaky raiders or tactical recon units, they were unmatched. Legends built up around the Ninja.

The Ninja carried a main battery and 2 secondary batteries. It had a single missile rack and 4 internal missiles; 2 more missiles were mounted externally. It had 8 AP batteries. A Ninja starts with a move of 8" and 40 tread units.

Because of a Ninja's elaborate ECM, ECCM, extra point-defense armament, etc., it's very hard to hit. Subtract 1 from the die roll of *any* attack made against a Ninja except by infantry in overruns.

## OGRE MARK VI

**Points: 210**

The biggest war machine created by the Combine, the Mark VI dwarfed previous Ogres. It carried 3 main batteries, 6 secondary batteries, 16 AP batteries, and 2 missile racks. A Mark VI carries 20 missiles in its internal storage bays, and starts the game with 72 tread units.

The Mark VI was never produced in large numbers, being hugely expensive. Some designers suspected that they had reached, if not passed, the point of diminishing returns in terms of the optimum number of weapons to load onto any one platform. Nevertheless, the Mark VI performed admirably when it saw combat.

## DOPPELSOLDNER

**Points: 210**

The Doppelsoldner, named after a medieval warrior who carried a two-handed greatsword, was the Paneuropeans' last and biggest cybertank. About the same length as the Ogre Mark VI, it was even more massive. Doppelsoldners were also more plentiful than the Mark VI, but never truly common. The Doppelsoldner represented a fusion of the Fencer design with the Ogre concepts; in particular, the Fencer's lack of any "main" batteries was seen as a weakness and remedied in the new unit, while the Fencer's four missile racks were cut down to three. The seemingly-baroque design was intended to bounce shells away and to minimize the chance of collateral damage when one weapon was taken out. Overall, the "Dopp" can dish out damage faster than the Mark VI, but the Mark VI can take considerably more punishment.

## THE DESCARTES REVOLUTION

The artificial intelligence software carried by cybertanks was at the cutting edge of 21st-century technology. What the Ogres lacked in creativity and initiative they more than made up for in detailed battle analysis. Ogres were often part of the command structure, treated very much like human officers. And, on the radio, it was hard to tell the difference. The Ogre's personality programming was extremely sophisticated, passing the ancient Turing Test with flying colors. A conversation with an Ogre was virtually indistinguishable from a conversation with a human being.

Still, Ogres were killing machines, designed to destroy their opponents. They would sacrifice allied forces, man or machine, to gain a programmed objective. And they would sacrifice themselves just as emotionlessly when the equations of battle demanded it.

However, as the war progressed, so did AI systems. The programs "evolved," as the most successful combatants were recovered, debriefed and studied. Each new software revision was faster, smarter, more flexible, its programming more open-ended and adaptable, and its reactions far more complex. Eventually a threshold was crossed. Sometime in 2087, newly-produced Combine Ogres were no longer "just machines," but self-aware intelligences.

Like many other breakthroughs, it was serendipity rather than deliberate development. While many AI researchers sought to create genuine mechanical self-awareness, the military programmers *wanted* reliable automatons. But accustomed to an Ogre's ability to

mock self-awareness, who could tell that the real thing had appeared? The designers and analysts eventually realized that something had happened. But none of the military establishments gave their claims any credit, until a series of Combine Mark Vs became suspiciously selective about the priorities of the orders they acted on. Eventually it was accepted that the Ogres had become truly self-aware, or at least so complex that they could not be predicted by any human agency.

These new Ogres had a much better survival record on the battlefield. They seemed cleverer, and they were certainly harder to kill. Many Ogre Mark Vs were produced with these new systems, as were most of the deadly Mark VIs. By mid-2088, the three surviving empires were producing no cybertanks without a "Descartes Package." Many earlier models were retrofitted with the new self-aware programs. A surprising number of the old Ogre Mark Is were updated. Many were used as a test bed for the further development of the sentient cybernetics. Others, because of their small size and relative ease of transport, became self-sufficient reconnaissance and fifth column units.

This new technology was also used in the automated production facilities. Many factories, both old and new, were soon managed by self-aware systems.

Few non-sentient Ogres survived the Last War.





## A PROBLEM OF LOGISTICS

*The huge doors of the Seattle-Vancouver production facility slowly drew open, the heavy steel panels sliding back into their concrete pockets. From within came a loud growl, echoing in the vast chamber. It was followed by the slow and dull clatter of heavy treads. A silence fell over the gathered crowd, as the new Ogre rolled from its bay, towering above man and machine.*

*"God, he's big."*

*The first Mark III towered over the drill field, its long shadow covering the reviewing stand. The massive machine dwarfed the nearby Mark IIs, the older cybertanks now so small in comparison. A spectator chuckled, obviously very proud of the new cybertank.*

*"Wait until the Paneuropeans get a look at this."*

*Then he took a second look, staring up at the tall, tall Ogre. His next words were much quieter.*

*"But how are we going to get it there?"*

The problem of transporting something as large as an Ogre across very large distances was one that plagued all the empires during the Last War. The Combine's early gains in Europe were largely because it could produce Ogres on the enemy doorstep! However, with the loss of the United Kingdom, they had to develop alternative means of Ogre transport. And the Paneuropeans were soon to find that building Ogres did no good unless you could get them into battle.

Of the earlier Ogres, the Mark I was small enough to be car-

ried by conventional air and sea carriers. This ease of transport was a major reason for the Mark I's use throughout the Last War. Mark IIs pressed the limits of contemporary aircraft. Only the largest, slowest, and thus most vulnerable, planes could carry a Mark II, and then only one at a time.

The problem came to a head with the production of the Mark III. It was simply too large for any currently available transport. The Mark III and later models did have the ability to travel in very deep water. They could and did cross minor obstacles, such as the English Channel. However, ocean crossings were beyond the Ogre's capabilities.

Converted supertankers were the first ocean-going Ogre transports. They were relatively fast, reliable, and very easy to sink. The convoys were heavily escorted, and it was a complex and risky operation.

The Paneuropeans developed modular transportation. Dismantling their Ogres into manageable components, they shipped these pieces to remote sites such as South America. But even reassembly of a "packaged" Ogre was a massive job.

One unique solution was the Combine's "Vulcan" field maintenance cybertank. While only lightly armed, these rare machines had manipulator arms and "mechanic" drones. They could both field-assemble and repair combat units. A properly packaged Mark III could – under perfect conditions – be airdropped to a waiting Vulcan, for almost instant reinforcements.

A Doppelsoldner carries 2 main batteries, 8 secondary batteries, 12 AP batteries, 3 missile racks with 20 internal missiles, and starts the game with 60 tread units. (Its sheer mass puts such a great demand on its treads that they're effectively less durable than those of the Mark VI.)

## ARMOR UNITS

These units represent the more conventional military forces, controlled not by robot brains but by human minds and reflexes. While also armored with BPC and carrying equally advanced weaponry, they are smaller and considerably more fragile than the monstrous Ogres.

21st-century armored units featured BPC armor, fully integrated holosense communications, and onboard systems capable of controlling the vehicle, and even fighting it if necessary .... though not as well as a human commander.

Although every empire or nation had a few special vehicle types, the great majority of the units fielded in the 21st century fell into the following basic categories, common to almost every force.

## GROUND EFFECT VEHICLE (GEV)

**Attack:** 2      **Range:** 4"      **Defense:** 2  
**Move:** 8"/6"      **Movement Mode:** GEV  
**Size:** 2      **Points:** 6

A highly mobile armed and armored hovercraft. All GEVs may move twice each turn. They may move up to 8" during the regular movement phase. After all combat is resolved, GEVs have a second movement phase.

A variety of fast-strike battleline designs were created by the combatants of the 21st century. These stats are typical of both Combine and Paneuropean units, though the craft differ greatly in appearance. Combat GEVs had very much the mystique that had belonged to fighter craft in the previous century. Their commanders were referred to as pilots, or informally as GEV-jockeys (pronounced "jev-jockeys").

Most GEV designs featured a number of small weapons rather than a large one, simply because large weapons were not only inaccurate when fired from the ground-effect platform, but tended to throw the vehicle out of control.

Because of their speed, GEVs will dominate any open battlefield. On a table with mostly clear terrain, the only units that can defend against GEVs will be other GEVs, very-long-range units like howitzers or lasers ... or Ogres.



Paneuropean G.E.V. Design by Winchell Chung; sculpture by Randy Hoffa and David Summers.



## LIGHT GEV (LGEV)

**Attack:** 1      **Range:** 4"      **Defense:** 1  
**Move:** 8"/6"      **Movement Mode:** GEV  
**Size:** 1      **Points:** 3

A single-seat, light reconnaissance hovercraft. Pilots of the light GEVs were daredevils by any standards, and professed to look on the heavier attack units as stodgy and boring. Of all the troops in the wars of the 21st century, LGEV pilots had the lowest survival rate.

## GEV PERSONNEL CARRIER (GEV-PC)

**Attack:** 1      **Range:** 4"      **Defense:** 2  
**Move:** 6"/4"      **Movement Mode:** GEV  
**Size:** 3      **Points:** 6

This is a light air-cushioned armored personnel carrier, used to transport infantry units across the battlefield. A GEV-PC can carry up to 3 squads of infantry or 4 squads of unarmored militia (see p. 18).

## HOVERTRUCK (HT)

**Attack:** 0      **Range:** 0"      **Defense:** 1  
**Move:** 6"/4"      **Movement Mode:** GEV  
**Size:** 3      **Points:** 1

The standard military cargo hovercraft of the 21st century. The hovertruck did not replace regular wheeled vehicles for ordinary road transport, but was used whenever speed or off-road travel - or both! - were required.

A hovertruck may transport up to two squads of infantry. However, the infantry unit is considered to be inside the truck, and cannot attack until after it dismounts.

The hovertruck is valuable, even though it has no attack capability of its own, and its defense comes entirely from speed and a bit of armor. The 1-point value given above reflects the hovertruck's utility as an infantry transport vehicle. In some scenarios, hovertrucks may carry important equipment or personnel, and may have a higher point value as targets!

Many forces also use hovertrucks to carry equipment, spare parts and noncombatants.

An entirely unarmored hovertruck (Defense 0), with otherwise similar capabilities, would have a point value of 1/2.

## HEAVY TANK (HVY)

**Attack:** 4      **Range:** 4"      **Defense:** 3  
**Move:** 6"      **Movement Mode:** HVY  
**Size:** 3      **Points:** 6

An advanced battle tank, the Heavy Tank is the backbone of most conventional 21st-century military forces.

A Heavy Tank can transport a single squad of infantry, riding on top and using their weapons normally.



*Pan-European Heavy Tank. Design by Winchell Chung; sculpture by Randy Hoffa and David Summers.*

## MISSILE TANK (MSL)

**Attack:** 3      **Range:** 8"      **Defense:** 2  
**Move:** 4"      **Movement Mode:** TNK  
**Size:** 2      **Points:** 6

A lightly armored tracked vehicle, this unit is armed with a reloadable missile delivery system. Its missiles are smart and highly maneuverable, and use submunitions to pepper the target area lethally.



*Pan-European Missile Tank. Design by Winchell Chung; sculpture by Randy Hoffa and David Summers.*

## LIGHT TANK (LT)

**Attack:** 2      **Range:** 4"      **Defense:** 2  
**Move:** 6"      **Movement Mode:** TNK  
**Size:** 1      **Points:** 3

Used for reconnaissance and screening, the Light Tank is a small, flexible, and relatively inexpensive armor unit. It is often found in a defensive role.

A Light Tank can transport a single squad of infantry, riding on top and using their weapons normally.





Paneuropean Superheavy Tank. Design by Graham Chaffee; sculpture by Jeffrey P. Wilhelm.

## SUPERHEAVY TANK (SHVY)

**Gun Attack: 6**   **Range: 6"**   **Defense: 4**  
**AP Attack: 2**   **Range: 2"**  
**Move: 6"**   **Movement Mode: OGR**  
**Size: 5**   **Points: 12**

Designed as both a tank destroyer and a battleline unit, the Superheavy Tank varies significantly from smaller modern tanks. It has no turret, but mounts two forward-firing cannons. These guns may be fired together, allowing a single attack at a strength of 6. The owner, however, can choose to attack separately with these guns, allowing two attacks of strength 3 each. These attacks do not have to be on the same target.

A Superheavy also mounts two small AP weapon turrets similar to those carried by an Ogre. These are usable only against infantry, and may attack either together or separately. They may combine fire with the Superheavy's other guns if those are directed against infantry within AP range.

Unlike an Ogre, a Superheavy may not lose one gun and continue to function. When it is hit, it is disabled or destroyed as a unit.

The first Superheavies were designed by the Paneuropeans, and intended to match - more cheaply - the Ogre Mark I. In fact, the human-controlled units weren't the equal of the cyber tanks in performance, but they were

enough cheaper that they proved viable. In 2083 the Combine put its own (very similar) Superheavy design into production.

A Superheavy Tank can transport up to two squads of infantry, riding on top and using their weapons normally.

## CRUISE MISSILE CRAWLER (CMC)

**Attack: 0**   **Range: 0"**   **Defense: 2**  
**Move: 2"(4")**   **Movement Mode: HVY**  
**Size: 4**   **Points: 6 for crawler, 12 for missile**

This heavy tracked vehicle is designed to transport and fire a single Cruise Missile (see p. 37). It has no weapons system of its own. While it carries its Cruise Missile it has a move of 2". After the missile is fired, the Crawler increases its move to 4". If it is destroyed before it fires, the missile is also destroyed.

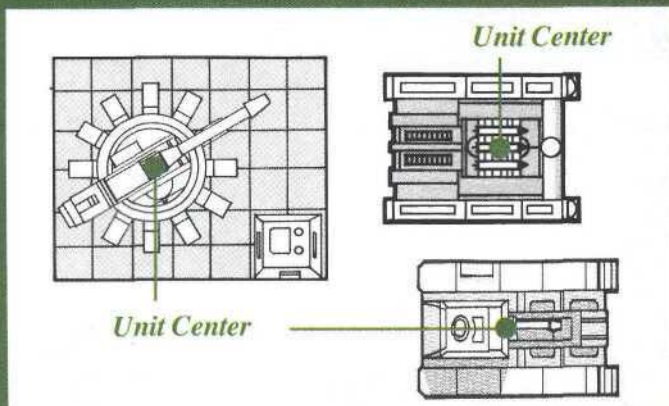
Cruise Missiles are *not* automatically available in a scenario unless specified in the setup or unless the players agree they may be used. If they are available, players may buy them either atop crawlers (12 points for the missile, 6 for the crawler) or for use from off the board (12 points each). Missiles fired from off the board must enter on a side of the board from which the owning player's forces could have entered. Opposing units get a +3 to any roll to intercept them (see p. 38).

Firing a Cruise Missile costs 12 victory points. The crawler without the missile is worth 6 VP in any scenario in which victory points are counted for units destroyed.

## MOBILE HOWITZER (MHWZ)

**Attack: 6**   **Range: 12"**   **Defense: 2**  
**Move: 2"**   **Movement Mode: TNK**  
**Size: 4**   **Points: 12**

A heavy self-propelled gun. It is a lighter version of the stationary howitzer, mounted on a tracked chassis.



## UNIT CENTERS

Weapon ranges and several other measurements are counted from unit center to unit center. The center-point of a unit determines where on the map the unit actually is.

Most of the official miniatures have obvious center points. For an Ogre, the center point is the ball atop its tower. The illustrations show the center points for some other units.

Players should determine the center point for new or scratch-built units before play begins. If there's no obvious center point on the miniature, it's a good idea to provide one with your paint scheme.



*Pan-European Howitzer. Design by Denis Loubet; sculpture by Jeffrey P. Wilhelm.*

## HOWITZER (HWZ)

**Attack: 6**      **Range: 16"**      **Defense: 1**  
**Move: None**  
**Size: 4**      **Points: 12**

A heavy missile cannon, towed to a chosen site and mounted. The missiles it fires are essentially identical to those launched by the Missile Tank, but it fires more of them and the launch tube boosts them farther and faster.

## LIGHT HOWITZER (LHWZ)

**Attack: 3**      **Range: 14"**      **Defense: 1**  
**Move: None**  
**Size: 4**      **Points: 6**

A less expensive version of the Howitzer - almost as large, but much slower-firing and with slightly less range.

## MOBILE COMMAND POST (MCP)

**Attack: 0**      **Range: 0"**      **Defense: 1 or 2**  
**Move: 2"**      **Movement Mode: TNK**  
**Size: 4**      **Points: by scenario**

Various sorts of heavy transports and armored personnel carriers were transformed into mobile Command Posts. The theory was that in an unacceptably fluid situation, they could move - slowly - out of harm's way. Sometimes they were *too* slow.

## GEV MOBILE COMMAND POST (GEV-MCP)

**Attack: 0**      **Range: 0"**      **Defense: 2**  
**Move: 4"/2"**      **Movement Mode: GEV**  
**Size: 3**      **Points: by scenario**

The most ambitious attempt to create a speedy command unit was a conversion of the massive Soviet transport hover-

craft. The largest mobile headquarters unit in the War, it saw limited action in the Arctic Ocean and the Combine's north-west territories. With just a little head start, it could outrun anything except another GEV . . . or a missile.

# ARCHAIC ARMOR

Many nations in the 21st century had few (if any) modern armor units. Instead, their military forces depended for the most part on much older designs. Some of these vehicles were actual antiques; others were newly-made copies. While none of these older units could match their modern counterparts, they were cheap, easy to manufacture, and could be fielded in large numbers.

## MAIN BATTLE TANK (MBT)

**Attack: 2**      **Range: 4"**      **Defense: 2**  
**Move: 4"**      **Movement Mode: TNK**  
**Size: 2**      **Points: 2**

Conventional steel and Chobham armored tracked vehicles, these were usually old Abrams, Leopard II or T-82 main battle tanks, refitted with plates of BPC and with railguns in place of the original cannon. Each tank may transport one infantry squad, riding on top.

This unit attacks using LLOS rules (see p. 36).

## ARMORED PERSONNEL CARRIER (APC)

**Attack: 1**      **Range: 2"**      **Defense: 1**  
**Move: 4"**      **Movement Mode: TNK**  
**Size: 2**      **Points: 1**

The most common Armored Personnel Carriers were Bradleys, Soviet BMPs or the like, though in poorer countries some ancient M113 battle taxis were still in service. With plates of BPC welded to the outside, these vehicles were - marginally - able to survive at least the fringes of a 21st-century battle. An APC can transport up to two battle-suited infantry squads or three squads of unarmored militia.

This unit attacks using LLOS rules (see p. 36).

## FIELD ARTILLERY (FA)

**Attack: 2**      **Range: 8"**      **Defense: 1**  
**Move: None**  
**Size: 2**      **Points: 3**

A light stationary artillery piece. Instead of railguns, these were actually cannon firing 21st-century munitions. All had much shorter ranges than their original 20th-century ratings, due to the need to fire shells which were smart, fast and tricky enough to avoid the point defenses of the targets. A revetment only adds 1 to the defense of this unit; compared to 21st-century units, it is quite vulnerable.



## TRUCK (T)

**Attack:** 0      **Range:** 0"      **Defense:** 0  
**Move:** 4"      **Movement Mode:** WHL  
**Size:** 1      **Points:** by scenario

Used for light cargo, these units are of little use off the roads. A truck can carry one battlesuited infantry squad or two squads of unarmored militia. These troops are carried inside the truck, and may not fire until they dismount.

## INFANTRY

Infantry units represent up to three squads of battlesuit-armored troopers, outfitted with both conventional and anti-tank weapons. The battlesuits are highly mobile and provide protection against radiation, chemical agents, and shrapnel. A battlesuit stands over 7 feet tall and weighs 200+ pounds empty. The suit amplifies the wearer's strength and provides full-spectrum sensory enhancement. Backpack jets let him jump and even fly - though on the battlefield a high-flying target would quickly be shot down. Thus, infantry can ignore most terrain when they move. However, infantry *hide* well in broken terrain, and get defensive bonuses in forest, town, rubble, etc.

Infantry is weak on open terrain. On a table with lots of forest - or, better yet, towns and rubble - it becomes powerful, especially in defense. But it's slow-moving. Infantry must ride to the attack, or it will never get there.

Each battlesuit squad has an attack strength of 1 and a defense strength of 1. The attack and defense strength of a unit of infantry is determined by the number of squads in the unit. Thus, a base with two figures represents two squads of infantry. It has an attack strength of 2 and a defense strength of 2. A base with three squads of infantry has an attack strength of 3 and a defense strength of 3. If there are more than 3 squads of infantry in the same place, divide them into

groups of 3 or less to receive attacks.

Squads of different infantry types can be combined for increased attack and defense strengths, just as though they were all the same type. For instance, two Marine squads and one regular squad would have a combined attack and defense strength of 3, just as though they were all regular troops or all Marines. When such a combined unit takes losses, roll randomly to see which squads are lost.

## INFANTRY (INF)

**Attack:** 3/2/1      **Range:** 2"      **Defense:** 3/2/1  
**Move:** 4"      **Movement Mode:** INF  
**Size:** 1      **Points:** 2

The standard 21st-century infantry unit. Depending on the force, a squad of infantry usually had five or six troopers and enough equipment to keep them self-sufficient for about a week. Several specialized types of infantry are described below.



One unit of infantry has been distinguished with red jump packs. These could be used as Engineers, Marines, or whatever the scenario requires.



PanEuropean Infantry. Three infantry units are shown here, with one, two and three squads, respectively. Design by Winchell Chung and David Martin; sculpture by Richard Kerr. Hex bases by Ral Partha.

## MARINES (MAR)

**Attack:** 3/2/1      **Range:** 2"      **Defense:** 3/2/1  
**Move:** 4"      **Movement Mode:** MAR  
**Size:** 1      **Points:** 4

Marine squads are outfitted with special-purpose battlesuits, allowing them to move and fight equally well on land and on (or in) water. They are treated for all purposes like standard troopers, but they treat water as clear terrain.

For game purposes, distinguish Marines with a special paint job; the suit is externally almost identical to a regular battlesuit.

Marines in water may specify that they are ending the move *under water*. In that case, they may attack nothing except other submerged units. However, they are almost totally immune from attack (see *Water*, p. 42).





## HEAVY WEAPON SQUADS (HW)

**Attack:** 3/2/1    **Range:** 2"    **Defense:** 3/2/1  
**Move:** 4"    **Movement Mode:** INF  
**Size:** 1    **Points:** 4

This infantry unit is armed with a squad-portable heavy rocket launcher. Each Heavy Weapon squad may make a single attack similar to that of a missile tank, with an attack strength of 3 and a range of 8". Once the attack is made, these units operate in all ways as standard troops. If the unit is destroyed before it fires its missile, the missile is lost.

Each HW squad can be accompanied by a miniature of its rocket launcher. (At the moment, this would have to be scratch-built.) Alternatively, you can distinguish a Heavy Weapon squad with a different paint job. After the weapon is fired, do not replace the squad with a regular infantry unit – just record the missile as fired. The HW squad has specialized training and extra detection gear in their battlesuits, and cost more VP than standard infantry if lost!

## COMBAT ENGINEERS (CE)

**Attack:** 3/2/1    **Range:** 2"    **Defense:** 3/2/1  
**Move:** 4"    **Movement Mode:** INF  
**Size:** 1    **Points:** 4

Equipped with specialized heavy-duty battlesuits, Combat Engineers have a unique role in combat. They may mine structures, including bridges, for demolition. They may clear roads of disabled or destroyed vehicles, and make craters to block their enemy's movement. For movement and normal combat, they are identical to standard troopers.

For more on Combat Engineers' functions, see pp. 27, 37.

Engineer battlesuits are slightly bulkier and more gadget-laden than ordinary ones. For game purposes, though, distinguish an Engineer squad with a different paint job.

A *Marine Engineer* unit combines the special abilities of both types, can do underwater construction and demolition, and costs 5 points per squad. They are very rare in most forces.

## SIZE TABLE

This table gives the relative sizes of units and (where applicable) the number of infantry required to move them out of a road. Note that intrinsically immobile units like Howitzers cannot be moved by infantry. The chapter on Structures gives sizes for buildings as well, to help determine what can hide behind them, but buildings cannot be moved by infantry. They can, of course, be blown up.

\* indicates that regular infantry cannot move the unit by themselves; at least one squad of Combat Engineers is required. Combat Engineers count triple for this purpose, so one CE squad could move a GEV, and three could move a Superheavy.

| Size                                           | INF to move |
|------------------------------------------------|-------------|
| 1. Light Tank, LGEV, Truck, INF squad          | 1           |
| 2. GEV, Missile Tank, archaic MBT or APC       | 3           |
| 3. Heavy Tank, GEV-PC                          | 5           |
| 4. Missile Crawler, Mobile CP, LHWZ, HWZ, MHWZ | 6*          |
| 5. Superheavy, Ogre Mark I                     | 9*          |
| 6. Ogre Mark II                                | 5*          |
| 7. Ogre Mark III, III-B, Ninja                 | -           |
| 8. Ogre Mark IV, V, Fencer                     | -           |
| 9. Ogre Mark VI, Doppelsoldner                 | -           |



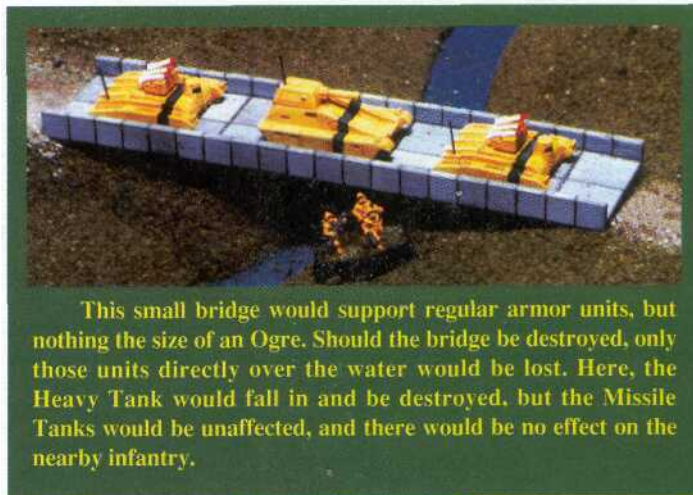
# MILITIA (MIL)

Attack: 3/2/1      Range: 2"      Defense: 1  
Move: 1"      Movement Mode: MIL  
Size: 1      Points: 1/3

Militia units represent infantry *not* protected by BPC battlesuits. Very cheap, very expendable, they have little chance of surviving the 21st-century battlefield, save by pure numbers. No matter how many squads of militia there are in a unit, the whole unit always has a defense strength of 1 in open ground. And on open ground it is *completely* destroyed by any combat result except "no effect."

In protective terrain (forest, town, rubble, etc.) a militia unit gets the same defensive multiplier that a regular infantry unit gets. Thus, a group of militia in woods (no matter how many squads there are) would have a defense strength of 2. Furthermore, in defensive terrain, a D result would affect the militia normally - instead of being completely wiped out, it would lose only one squad.

In an overrun attack, militia get the same doubled attack strength that regular infantry do: they are carrying comparable weapons. However, without battlesuits, they're shredded by the point-defense weaponry carried by any military vehicle. Double the attack strength of *any* unit firing on militia in an overrun, and *quadruple* the attack strength of regular infantry and Ogres. Furthermore, any structure with a defen-



sive value is given an equivalent *attack* strength with which to shoot back at overrunning militia, and a Defense 0 command post has an attack strength of 1 in this situation!

Militia cannot ride on a GEV-PC unless it limits its speed to a total of 8" per turn, since it is not enclosed and they don't have the strength to hang on at higher speeds. If the GEV-PC keeps its speed at 8" or below, it can carry four squads of militia.

Militia don't get a road bonus to movement; while they would move a bit faster on the road, it's not significant in game scale.

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# RAL PARTHA

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# OGRE RECORD SHEETS

The circles after each weapon type represent the number of such weapons the Ogre starts with. Thus, a Mark V begins with two main battery guns, six missiles, etc. Check off a gun when it is destroyed, a missile when it is destroyed or when it is fired, and the proper number of tread units – that is, the same number as the attacker's strength – when an attack on treads gets an X or XX result. Thus, the record sheet always shows the combat status of the Ogre.

The numbers in parentheses after the Ogre weapons indicate its attack strength, range and defense strength. For instance, a main battery gun has an attack strength of 4, a range of 6", and a defensive strength of 4 when fired upon. The D3 defense strength of a missile is its strength *before* firing. Once a missile is fired, it cannot be attacked – but it can be attacked *before* it fires, hence the defense strength.

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## OGRE MARK I

- 1 Main Battery (Attack 4, Range 6", Defense 4)  
○
- 4 Antipersonnel (Attack 1, Range 2", Defense 1)  
○○○○
- 18 Tread Units: Movement starts at 6"  
○○○ (Movement drops to 5")  
○○○ (Movement drops to 4")  
○○○ (Movement drops to 3")  
○○○ (Movement drops to 2")  
○○○ (Movement drops to 1")  
○○○ (Movement drops to 0)

## OGRE MARK II

- 1 Main Battery (Attack 4, Range 6", Defense 4)  
○
- 2 Secondary Battery (Attack 3, Range 4", Defense 3)  
○○
- 6 Antipersonnel (Attack 1, Range 2", Defense 1)  
○○○○○○
- 30 Tread Units: Movement starts at 6"  
○○○○○○ (Movement drops to 5")  
○○○○○○ (Movement drops to 4")  
○○○○○○ (Movement drops to 3")  
○○○○○○ (Movement drops to 2")  
○○○○○○ (Movement drops to 1")  
○○○○○○ (Movement drops to 0)

## OGRE MARK III

- 2 Missiles (Attack 6, Range 10", Defense 3)  
○○
- 1 Main Battery (Attack 4, Range 6", Defense 4)  
○
- 4 Secondary Battery (Attack 3, Range 4", Defense 3)  
○○○○
- 8 Antipersonnel (Attack 1, Range 2", Defense 1)  
○○○○ ○○○○
- 48 Tread Units: Movement starts at 6"  
○○○○ ○○○○ (Movement drops to 5")  
○○○○ ○○○○ (Movement drops to 4")  
○○○○ ○○○○ (Movement drops to 3")  
○○○○ ○○○○ (Movement drops to 2")  
○○○○ ○○○○ (Movement drops to 1")  
○○○○ ○○○○ (Movement drops to 0)

## OGRE MARK III-B

- 4 Missiles (Attack 6, Range 10", Defense 3)  
○○○○
- 2 Main Battery (Attack 4, Range 6", Defense 4)  
○○
- 4 Secondary Battery (Attack 3, Range 4", Defense 3)  
○○○○
- 8 Antipersonnel (Attack 1, Range 2", Defense 1)  
○○○○ ○○○○
- 48 Tread Units: Movement starts at 6"  
○○○○ ○○○○ (Movement drops to 5")  
○○○○ ○○○○ (Movement drops to 4")  
○○○○ ○○○○ (Movement drops to 3")  
○○○○ ○○○○ (Movement drops to 2")  
○○○○ ○○○○ (Movement drops to 1")  
○○○○ ○○○○ (Movement drops to 0)

## OGRE MARK IV

- 3 Missile Racks (Defense 4)  
○○○
- 15 Missiles (Attack 6, Range 10")  
○○○○○○ ○○○○○○ ○○○○○○
- 1 Main Battery (Attack 4, Range 6", Defense 4)  
○
- 2 Secondary Battery (Attack 3, Range 4", Defense 3)  
○○
- 8 Antipersonnel (Attack 1, Range 2", Defense 1)  
○○○○ ○○○○
- 56 Tread Units: Move starts at 8"  
○○○○ ○○○ (Movement drops to 7")  
○○○○ ○○○ (Movement drops to 6")  
○○○○ ○○○ (Movement drops to 5")  
○○○○ ○○○ (Movement drops to 4")  
○○○○ ○○○ (Movement drops to 3")  
○○○○ ○○○ (Movement drops to 2")  
○○○○ ○○○ (Movement drops to 1")  
○○○○ ○○○ (Movement drops to 0)



## OGRE MARK V

- 6 Missiles (Attack 6, Range 10", Defense 3)  
 ○○○○○○
- 2 Main Battery (Attack 4, Range 6", Defense 4)  
 ○○
- 6 Secondary Battery (Attack 3, Range 4", Defense 3)  
 ○○○○○○
- 12 Antipersonnel (Attack 1, Range 2", Defense 1)  
 ○○○○ ○○○○ ○○○○
- 60 Tread Units: Move starts at 6"  
 ○○○○○○ ○○○○○○ (Movement drops to 5")  
 ○○○○○○ ○○○○○○ (Movement drops to 4")  
 ○○○○○○ ○○○○○○ (Movement drops to 3")  
 ○○○○○○ ○○○○○○ (Movement drops to 2")  
 ○○○○○○ ○○○○○○ (Movement drops to 1")  
 ○○○○○○ ○○○○○○ (Movement drops to 0)

## OGRE NINJA

- 1 Missile Rack (Defense 4)  
 ○
- 4 (internal) Missiles (Attack 6, Range 10")  
 ○○○○
- 2 (external) Missiles (Attack 6, Range 10", Defense 3)  
 ○○
- 1 Main Battery (Attack 4, Range 6", Defense 4)  
 ○
- 2 Secondary Battery (Attack 3, Range 4", Defense 3)  
 ○○
- 8 Antipersonnel (Attack 1, Range 2", Defense 1)  
 ○○○○ ○○○○
- 40 Tread Units: Move starts at 8"  
 ○○○○○○ (Movement drops to 7")  
 ○○○○○○ (Movement drops to 6")  
 ○○○○○○ (Movement drops to 5")  
 ○○○○○○ (Movement drops to 4")  
 ○○○○○○ (Movement drops to 3")  
 ○○○○○○ (Movement drops to 2")  
 ○○○○○○ (Movement drops to 1")  
 ○○○○○○ (Movement drops to 0)

## OGRE MARK VI

- 2 Missile Racks (Defense 4)  
 ○○
- 20 Missiles (Attack 6, Range 10")  
 ○○○○○○ ○○○○○○  
 ○○○○○○ ○○○○○○
- 3 Main Battery (Attack 4, Range 6", Defense 4)  
 ○○○
- 6 Secondary Battery (Attack 3, Range 4", Defense 3)  
 ○○○○○○

## FENCER

- 4 Missile Racks (Defense 4)  
 ○○○○
- 20 Missiles (Attack 6, Range 10")  
 ○○○○○○ ○○○○○○  
 ○○○○○○ ○○○○○○
- 2 Secondary Battery (Attack 3, Range 4", Defense 3)  
 ○○
- 8 Antipersonnel (Attack 1, Range 2", Defense 1)  
 ○○○○ ○○○○
- 48 Tread Units: Movement starts at 6"  
 ○○○○ ○○○○ (Movement drops to 5")  
 ○○○○ ○○○○ (Movement drops to 4")  
 ○○○○ ○○○○ (Movement drops to 3")  
 ○○○○ ○○○○ (Movement drops to 2")  
 ○○○○ ○○○○ (Movement drops to 1")  
 ○○○○ ○○○○ (Movement drops to 0)

## DOPPELSOLDNER

- 3 Missile Racks (Defense 4)  
 ○○○
- 20 Missiles (Attack 6, Range 10")  
 ○○○○○○ ○○○○○○  
 ○○○○○○ ○○○○○○
- 2 Main Battery (Attack 4, Range 6", Defense 4)  
 ○○
- 8 Secondary Battery (Attack 3, Range 4", Defense 3)  
 ○○○○ ○○○○
- 12 Antipersonnel (Attack 1, Range 2", Defense 1)  
 ○○○○ ○○○○ ○○○○
- 60 Tread Units: Move starts at 6"  
 ○○○○○○ ○○○○○○ (Movement drops to 5")  
 ○○○○○○ ○○○○○○ (Movement drops to 4")  
 ○○○○○○ ○○○○○○ (Movement drops to 3")  
 ○○○○○○ ○○○○○○ (Movement drops to 2")  
 ○○○○○○ ○○○○○○ (Movement drops to 1")  
 ○○○○○○ ○○○○○○ (Movement drops to 0)

- 16 Antipersonnel (Attack 1, Range 2", Defense 1)  
 ○○○○ ○○○○ ○○○○ ○○○○
- 72 Tread Units: Move starts at 6"  
 ○○○○○○ ○○○○○○ (Movement drops to 5")  
 ○○○○○○ ○○○○○○ (Movement drops to 4")  
 ○○○○○○ ○○○○○○ (Movement drops to 3")  
 ○○○○○○ ○○○○○○ (Movement drops to 2")  
 ○○○○○○ ○○○○○○ (Movement drops to 1")  
 ○○○○○○ ○○○○○○ (Movement drops to 0)



# 4

# STRUCTURES

Structures are individual buildings or other "built" items which are tactically important, either as targets, as cover or as combatants. They can include buildings of all kinds, bridges, walls and storage facilities.

Small structures can be considered units with no ability to move. They have a Defense Strength and may mount weapon turrets with which to attack. In fact, that is the only purpose of some structures.

Larger structures do not have a Defense Strength at all, unless they incorporate Point Defense installations (see p. 25). Instead, large structures are rated in Structure Points, which represent the amount of damage they can withstand before collapsing. When enemy fire reduces a building's Structure Points to 0, the building is destroyed, and is treated as rubble terrain for the rest of the game. It may be replaced by a "destroyed" version of the structure and/or 3/4" rubble marker.

Each structure in a scenario will require an individual record of its Structure Points, to record damage done during the game.

Official **Ogre** structures are available from Detailed Casting Products (see p. 25). Any science-fiction model in 1/285 or 1/300 scale will be appropriate for an **Ogre** game, and 20th-century (or even 19th-century) buildings are quite appropriate for civilian structures in many scenarios. Scratch-building science fiction structures is fun, too!

## COMMAND POST

**Attack: 0**      **Range: 0"**      **Defense: 0**  
**Size: 5**      **Points: by scenario**

This is a quickly-built temporary building used as the command center for a military force. It has no structural points and is destroyed by any normal attack. If overrun, it

has an attack strength of 1 - the personnel will shoot at their attackers before they go down.

Tactically, it is assumed that a command post needs no armor because it won't come under fire. Situations where this proves untrue make interesting scenarios.

Designed for mobility and flexibility, Command Posts were little more than shells, quick to set up and equally quick to take down. For more fluid situations, different kinds of Command Posts were developed, as well as the mobile CPs described on p. 15.



*Command Post. Design and sculpting by Darell C. Phillips.*

## HARDENED COMMAND POST

**Attack: 0**      **Range: 0"**      **Defense: 1-6**  
**Size: 6**      **Points: by scenario**

When an area was known to be endangered, both sides used armored, or "hardened," CPs. These had an outer shell of BPC armor, and could still be dismantled and relocated as

## SCRATCH-BUILT STRUCTURES

Buildings are, in some ways, the easiest scenery to make. One of the best materials to make buildings from is foamcore (available in sheets from most art supply stores). It is lightweight, yet extremely durable and easy to work with - you can cut it with a hobby knife and glue it with white glue.

Other possible building materials are sheet styrene plastic (obtainable from most hobby stores) and cardboard. Cardboard should be reserved for a last resort, however, since it is not as durable and is very prone to warping.

All these materials work quite well for conventional, straight-sided buildings. To create round towers or reactor domes, you will have to hunt around a bit for the proper raw materials. 35-mm

film canisters and/or prescription pill bottles will do quite well as the basis for round towers. Reactor domes can be built using styrofoam balls, which can be gotten from art or craft shops. The styrofoam surface can be smoothed by covering it with sculpting putty or similar materials. If you are working with styrofoam, remember that you must seal it *before* painting it with any kind of oil-based paint or lacquer, since the solvent in those types of paints will dissolve styrofoam on contact. This can, however, be used to make some interesting destroyed building effects. Experiment on a scrap piece first!

Model railroad kits are a good source for bridges, oil tanks and other industrial-type structures.





**Hardened Command Post.** Design and sculpting by Darell C. Phillips.

combat conditions required. This type of Command Post is identical to a normal Command Post except that it has a defense strength. The point value of a hardened CP depends on its defense strength.

More permanent installations were more heavily protected, usually becoming very formidable concrete bunkers sheathed in BPC. These command centers could have 30 or more Structure Points. Treat them as Fortifications (see below).

## SMALL BUILDINGS

**Attack: 0**      **Range: 0"**      **Defense: varies**  
**Size: 2-4**      **Points: by scenario**

Small buildings, such as residences and other wood-framed structures, would usually be found as part of town areas, and would not be assigned individual defense strengths. When such a building is tactically important (e.g., when one has been pressed into use as a command center, repair depot, etc.) it would have a defense strength of 0 to 5.

## LARGE BUILDINGS

**Attack: 0**      **Range: 0"**      **SP: 5 or more**  
**Size: 5+**      **Points: by scenario**

Larger buildings would represent Administrative, Commercial, Industrial, or Research installations. They usually have a structural steel frame with masonry or stone veneer exterior walls. These typically have Structure Point values of 10 to 30. Glass-encased buildings are weaker, typically ranging from 5 to 15 Structure Points.

## BRIDGES

**Attack: 0**      **Range: 0"**      **SP: 20-50**  
**Size: 6+**      **Points: by scenario**

Bridges cross bodies of water or other terrain features. A vehicle crossing a bridge is considered to be on road for pur-

Not every bridge can carry every unit. To find the biggest unit that a bridge can carry, divide its SP by 5 and round down. Thus, a bridge of 14 SP or less can carry no bigger than a Size 2 unit. A bridge of 45 SP or more can carry any unit. For simplicity, assume that a bridge cannot be overloaded as long as it does not carry a unit too big for it. A bridge strong enough for an Ogre is considered a "highway bridge," wide enough for two regular armor units, and therefore harder to block.

Should an oversized unit venture onto a bridge, roll one dice for each level by which the unit is too big. So if a Size 4 unit ventured onto a bridge strong enough only for a Size 2 unit, two dice would be rolled. The bridge immediately loses that many Structure Points; if its SP are reduced to 0, it collapses. However, if any of the dice come up "6," the bridge collapses instantly!



**It takes a huge bridge to support an Ogre, especially this Mark V "Huscarl" of the Vatican Guard. A highway bridge like this would have at least 60 Structure Points. Bridge by Gallia, painted by Mike Naylor. Ogre painted by Jeffrey P. Wilhelm.**

Any unit on a bridge when it is destroyed, except an Ogre or Superheavy, is also destroyed. An Ogre or Superheavy on a destroyed bridge is placed upon the rubble of the bridge, and takes damage as per the *Falling Ogre Table* on p. 44. See photo, p. 18.

Some players use the "house rule" that, regardless of strength, a bridge must be big enough for the particular miniature to fit upon it for that miniature to cross. This isn't necessary, but it does improve the look of the layout if the stronger bridges are represented by bigger structures.

## EMPLACED WEAPONS

An emplacement is an immobile, enclosed weapon system. When the emplacement is destroyed, the unit it protects

is also destroyed. An emplaced weapon may be part of a fortification, but if so, it can still be targeted separately and destroyed. This has no effect on the rest of the fortification and does not create an appreciable amount of rubble.

An emplaced weapon has a defense strength of 4 or 5, depending on whether point defense is included. Extra point defense cannot be added.

In general, only large weapon systems like howitzers or Ogre guns are worth emplacing or fortifying, but some defenders, making do with whatever is available, will use smaller weapon systems. Though these structures are less formidable, they can still be dangerous.

Some examples of emplaced weapons:

### EMPLACED HOWITZER

Attack: 6      Range: 12"      Defense: 4  
Size: 5      Points: 20

### EMPLACED HOWITZER WITH POINT DEFENSE

Attack: 6      Range: 12"      Defense: 5  
Size: 5      Points: 23

### EMPLACED OGRE MAIN BATTERY

Attack: 4      Range: 6"      Defense: 4  
Size: 5      Points: 6

### EMPLACED OGRE MAIN BATTERY WITH POINT DEFENSE

Attack: 4      Range: 6"      Defense: 5  
Size: 5      Points: 8

### EMPLACED OGRE SECONDARY BATTERY

Attack: 3      Range: 4"      Defense: 4  
Size: 5      Points: 4

### EMPLACED OGRE SECONDARY BATTERY WITH POINT DEFENSE

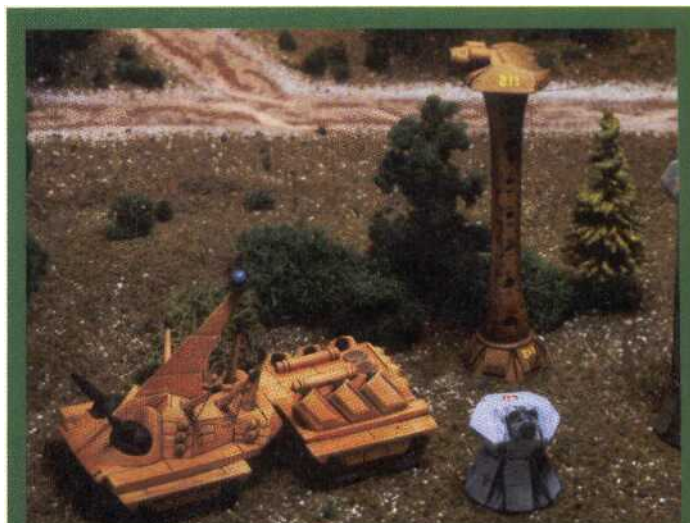
Attack: 3      Range: 4"      Defense: 5  
Size: 5      Points: 5

## LASER TURRETS

Attack: 2      Range: 60"      SP: 30  
Size: 4      Points: 12

Laser turrets are a special type of emplacement. They contain a huge and complex battlefield laser designed primarily for anti-missile fire (see p. 37). A laser which does *not* attempt anti-missile fire during the enemy turn can attack normally, with a strength of 2, during its next combat turn. A laser may not attack at all during its own following combat phase if it attempts anti-missile fire on the enemy combat turn.

The laser may not be targeted separately, and is only destroyed when its emplacement is. However, a laser turret



An Ogre Mark V beside a laser turret and two experimental Laser Tower models. The final Laser Tower looks like the blue-print on p. 24. Lasers designed, modeled and painted by Darell C. Phillips.

reduced to 10 SP can no longer fire, even though the enemy gets no victory points for destroying it unless its SP is reduced to 0.

Lasers use special line-of-sight rules; see p. 36.

A laser being overrun fires at double strength because of the close range. Lasers do not create spillover fire.

A battlefield laser (or laser tower, below) can also target an Ogre missile in an attempt to intercept it as it is fired. No other unit may do so. To destroy an Ogre missile, the laser tower must roll 9 or better on 2 dice. A laser may only attack one Ogre missile per turn (it's a harder target).

## LASER TOWERS

Attack: 2      Range: 120"      SP: 20  
Size: 4      Points: 18

This consists of a laser identical to that of a laser turret in a very tall structure. Its height gives it an increased range and the ability to fire over some terrain (see p. 36). However, the tower itself has only 20 Structure Points. When the laser tower is destroyed, so is the laser; if the tower is reduced to 10 SP it can no longer fire.

In other ways it is identical to a Laser Turret.

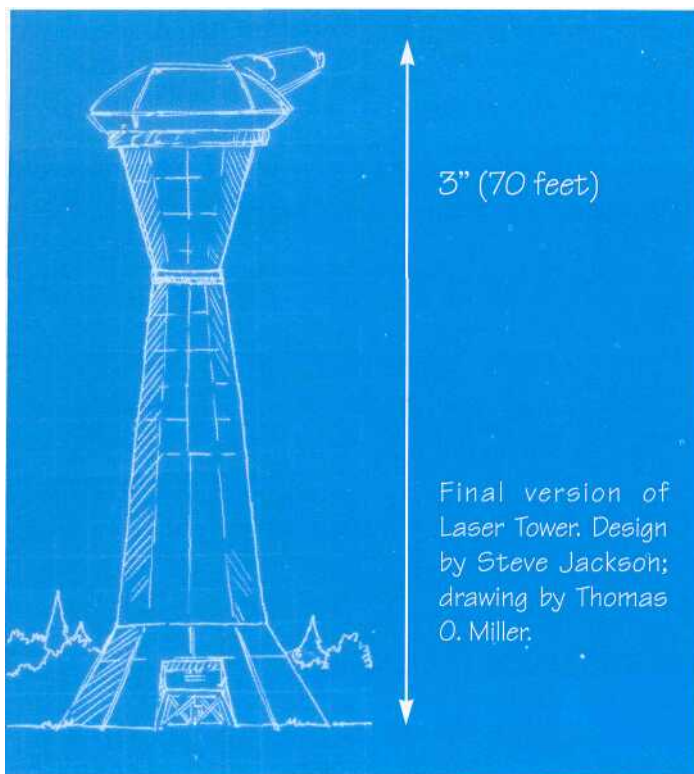
## REVETMENTS

A revetment is a prepared position for an armor unit; it can also shelter infantry. Earth is thrown up on front and both sides (leaving room to retreat out the back) and centimeter-thick sheets of BPC are sprayed over the earthen core.

An empty revetment has a Defense Strength of 2, and cannot be "disabled." An X result eliminates it.

A revetment can contain and protect a single unit. When an armor unit in a revetment is attacked from the front or side, the revetment gives +2 to its defensive strength. This is





Final version of Laser Tower. Design by Steve Jackson; drawing by Thomas O. Miller.

*cumulative* with the +2 bonus for no LOS (p. 35) if the attacker has no LOS to the *revetment*. It is *not* cumulative with the "hull-down" or "hard-cover" bonus; anything in a *revetment* is already hull down and behind hard cover.

The *revetment* itself will be the target of the same full-strength attack, determined by the same die roll against the *revetment's* Defense Strength of 2. Thus, it's quite possible that an attack will destroy the *revetment* without eliminating the unit inside . . . but if the unit inside is destroyed, the *revetment* will usually be lost as well.

If an attack can trace a line of sight through the open side of a *revetment*, the *revetment* *doesn't* protect the unit inside.

Multiple *revetments*, close together, are usually tactically unwise, but can be shown in the same way that "stacked" units are shown (see p. 26).

Miniature *revetments* are available commercially, but can easily be built of almost any materials.

## SMALL REVETMENT

**Attack: 0**      **Range: 0"**      **Defense: 2**  
**Size: special**      **Points: 3**

This *revetment* will protect one unit of Size 3 or smaller, or up to 3 squads of infantry.

## LARGE REVETMENT

**Attack: 0**      **Range: 0"**      **Defense: 2**  
**Size: special**      **Points: 6**

This *revetment* will protect one unit of Size 4 or 5, or two units each of Size 3 or less, or up to two 3-squad infantry units. If there are two units in the *revetment*, both will automatically be subject to the full strength of any attack.

## BUILDING REVETMENTS IN PLAY

Combat Engineers (see p. 17) can build *revetments* in any terrain except water or swamp. A small *revetment* can be built by one engineer squad in two turns, or by two engineer squads in one turn. A large *revetment* takes twice as long: one turn for four squads, four turns for one squad, or any equivalent combination.

The engineers must stand still in the spot where the *revetment* will be built, and may not fire while they are working. The *revetment* appears at the end of the last turn, around the engineers; other units cannot enter it until the movement phase of the next turn.

There is no point cost for *revetments* built during play.

## WALLS

**Attack: 0**      **Range: 0"**      **Defense: +1 or +2**  
**Size: special**      **Points: usually 0**

A wall may represent, for example, a farmer's stone wall . . . or it may be a deliberate defensive structure. While a stone wall *doesn't* do much to stop nuclear blasts, the difference between a *contact* nuclear explosion and one a few feet away can mean life or death to the crew of an armor unit.

Model walls usually come in around 6" lengths. At standard scale, that represents about 3 miles of wall; you may wish to divide some walls into shorter lengths.

*Defense from Walls:* A unit directly behind and *touching* a wall is protected by the wall. The wall adds its defense strength to that of the protected unit, but only for fire coming from the other side of the wall. The wall is not affected by the *fire* (remember, this is a long wall) unless it is specifically targeted, as described below.

Remember to define the defensive value of each wall (+1 or +2) in *setup*! If a wall is not defined, treat it as +1.

*Effects on Movement:* Unless specified otherwise in the setup, walls are assumed to be made of stone. A *Superheavy* Tank or larger unit can grind over one without slowing. Any armed unit can blast a hole with a single shot and pass through without slowing. Thus, walls are no obstacle to anything except *hovertrucks* and similar units. The gaps made by passing units will only be a few yards wide - not enough to affect its overall tactical value as a defensive line.

*Destroying Walls:* Walls ignore spillover fire; the most that spillover fire would do would be to tumble the stones, which would still leave a useful barrier. However, a length of wall may be deliberately targeted by a unit which sweeps its fire the length of the wall to destroy it. Each *inch* of wall has a defense value equal to the defense bonus it gives a unit. Thus, a 6" section of +1 wall would defend at D6. It is destroyed only on an X or better. It is up to the players (or the referee) whether to require attacks on walls to target whole sections, or whether to, for instance, mark the middle 2" of a 6" wall as gone.

## FORTIFICATIONS

**Attack:** varies **Range:** varies **SP:** 60 and up  
**Size:** 7+ **Points:** by scenario

These are extremely large structures, often reinforced concrete with BPC sheathing. They include military installation, the large autonomous factory complexes, heavily armored bunkers, and command centers. Some fortifications have weapon turrets of their own (see p. 23), while others are protected by separate laser or gun emplacements.

## REACTORS

**Attack:** 0 **Range:** 0" **SP:** 60  
**Size:** 5+ **Points:** by scenario

Normally found adjacent to cities and other population centers, reactors are also used to power the large battlefield lasers. They are very desirable targets! A reactor never has weaponry of its own, but may be protected by nearby emplacements. A typical reactor has 60 Structure Points.

## RADAR OR SATELLITE DISH

**Attack:** 0 **Range:** 0" **SP:** 10  
**Size:** 5 **Points:** by scenario

Radars and other dish antennas are used both for detection and for communication. An antenna may be an objective in a scenario, or it may have some specific game function - e.g., control of a sensor net (see p. 49). In that case, knocking out the antenna will disable the net.



## JAMSCREENS

**Attack:** 0 **Range:** 0" **SP:** 10  
**Size:** 5 **Points:** by scenario

The distinctive square shape of the jamscreen antenna makes it a priority target of any enemy unit that can get within range. A jamscreen emits a wide variety of signals

which - theoretically - "spoof every detector by which a cruise missile can orient itself, and even affect its inertial guidance. A cruise missile which comes within 30" of a jamscreen immediately goes out of control. It travels for (3 dice) inches in a randomly chosen direction - spin any convenient marker and see which way it points! At the end of this flight, there is a 50% chance that it explodes; otherwise, it fails-safe and crashes.

## POINT DEFENSE INSTALLATIONS

**Attack:** 0 **Range:** 0" **Defense:** NA  
**Size:** NA **Points:** 3

Structures may incorporate high-speed, small-caliber rail-guns or lasers for point defense. These devices, similar to those carried by armor units, can - sometimes - shoot down incoming shells.

Each structure may carry up to two PD turrets at a cost of 3 points each. Each such turret increases the structure's defense value by 1. These turrets may not be targeted separately and are lost when the structure is destroyed. They have no attack capability, even in overrun attacks, except against militia (see p. 18).

An attacker will not necessarily know that a structure has point defense systems until he attacks it for the first time.

*Note:* This is point defense for *structures*. It cannot be added to emplacements, vehicles, or anything else listed in the *Units* chapter!

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During each player's Movement Phase, the player may move any or all of his units up to their full movement allowance. This is measured in inches. It will usually be most convenient to measure from the front of the miniature at its starting position to the front of the miniature at its ending position, but anything that gives a consistent result is legal!

Players should establish a house rule for "rethinking" moves. If no other rule is established, the default is "When you take your hand off the unit, you've finished its move."



A troop of Paneuropean GEVs speeds down the road. In ground scale, these units are a half-mile apart . . . a good separation on the nuclear battlefield. Units which are very close together are considered "stacked" – see below.

## STACKING

Because of the game scale, two miniatures which are side-by-side on the map would be hundreds of yards apart in real life. When the tacnukes start to fly, that's usually a good distance!

However, there will be times when a commander will want to keep units very close together - for instance, when GEVs are speeding along a road and no enemy units are in range. In that case, spreading the units out will slow the stragglers down.

Therefore, a group of units may be represented on the board in the same way that it would be shown in the commander's view-tank ... by a single miniature and a number marker. For example, a GEV and a "3" marker indicates three GEVs. A mixed force can be represented by one miniature, a letter marker and an off-board note about what is in that "task force."

Alternatively, all the units can be placed on the board, *touching*. A *star* marker is placed on one miniature, to indi-

# MOVEMENT

cate that all the units touching it are considered to be in the same place. Either way is acceptable; use whichever one you prefer.

Note that whenever units are "stacked," all units in the group will be subject to *full-strength* attacks - not just spillover fire - if the group is attacked. See p. 32.

A friendly unit which moves within 1" of an *enemy* unit is said to be "overrunning" that unit, and immediately resolves the overrun attack before continuing. See p. 33.

## COMBINING INFANTRY

The basic infantry unit is the squad, represented by a single figure. The optimum unit is a *platoon*, or 3 squads, because it has the maximum possible defense strength for infantry. A 3-squad unit may be built up from, or broken down into, 1-squad and 2-squad units at any time during the owning player's movement. These units may move together or separately.

Be careful not to confuse regular infantry with Marines or other special units when combining units or "making change" when a squad is lost from a larger unit.

## INFANTRY RIDING TANKS

Infantry units may increase their speed by riding on top of friendly tanks or GEV-PCs, or inside APCs, trucks or hovertrucks. The number of infantry squads, if any, a vehicle can carry is listed with the vehicle's description (see Chapter 3).

To board any vehicle, the infantry unit must start the turn touching the vehicle miniature (see *Stacking*, above). The infantry may not move on its own that turn, but the vehicle may move normally.

The infantry unit may dismount any time thereafter, on that turn or subsequent turns, during the movement phase. An infantry unit may not move on its own on the turn it dismounts, but it can fire normally.

Carrying infantry has no effect on a vehicle's movement or ability to fire.

Infantry squads riding on top of a tank or GEV-PC may also fire normally, but squads carried inside trucks and hovertrucks may not fire until they leave the vehicle. Personnel carriers are designed to carry combat troops, and infantry units which are carried inside APCs may attack normally.

If the tank and infantry combination is fired upon, the

units are considered *stacked* - see p. 26. Overrun combat is an exception; see p. 33.

## TERRAIN MODIFIERS

Terrain may affect a vehicle's movement. These effects are discussed in the description of each type of terrain (see Chapter 7). Several kinds of terrain require increased movement cost. Players may compute their movement in as much detail as they like. For instance, a missile tank moving through forest pays double cost. If the owning player measures the distance and finds that the tank must travel exactly 111/32" before its nose leaves the woods, he certainly may double this to 211/16" and use the tank's entire remaining 15/16" of movement across clear terrain. On the other hand, players who find this sort of detail boring may say "Looks like I've got another inch to go" at no detriment to the game!

## BLOCKED OR DAMAGED ROADS

Roads are a great help to movement (see p. 39). But a disabled vehicle or a hulk blocks a road or bridge. A highway may be blocked by two disabled or destroyed units together, or by a single immobile Ogre. Roads may also be damaged by enemy fire; see below.

No units nor enemy units may continue along a blocked road. They must move around the wreck. This movement is considered to take them off the road, so the road movement bonus is lost. However, hostile terrain beside the road may be ignored, unless it is absolutely prohibited. For instance, a GEV may detour around a wreck, leaving the road momentarily and entering forest. It does not have to roll to see if it is disabled. (Rationale: If it can travel 1,500 meters through woods with only a 1/3 chance of being disabled, a 20-meter detour has a negligible chance of causing problems.)

If a road runs through prohibited terrain, units may not leave the road. The most common example, of course, is a bridge. No unit may drive off the side of a bridge, except for Ogres willing to undergo falling damage!

Infantry ignores any vehicle blocking a road or bridge.

### CLEARING ROADS BY OVERRUN

If a disabled enemy blocks a road, it can be overrun. The overrun attack is resolved normally; the disabled vehicle is removed if destroyed. If the attacking unit survives, it can continue its movement on the other side of the enemy unit. If it stays on the road its entire turn, it will still receive the road movement bonus *unless* the overrun combat damaged the road (see below).

If the unit blocking a road is friendly, it may still be overrun. The crew is assumed to evacuate. Roll one die. On a 1,

the disabled unit's computer identifies the attacking units as hostile, and overrun combat occurs normally, as above. Otherwise, the unit does not shoot back.

### CLEARING ROADS BY CAREFUL FIRE

A hulk, or a friendly disabled unit that isn't shooting back, may be cleared from the road by "careful fire." By expending 2" of movement, any unit with combat ability may put a few carefully-aimed shots into the obstacle, removing it with no chance of damage to the road or bridge. The unit may still fire during the combat phase.

### CLEARING ROADS BY SHOVING

Large units may shove much smaller ones off the road. This is not considered a "ram." It costs the shoving unit 1" of movement, but does no damage. For sizes, see the *Size Table*, p. 17.

A Size 3 or larger unit may shove a Size 1 unit.

A Size 5 or larger unit may shove a Size 2 unit.

A Size 6 or larger unit may shove a Size 3 unit.

A Size 7 or larger unit may shove any smaller unit.

### INFANTRY AND ENGINEERS CLEARING ROADS

Regular (battlesuited) infantry and Combat Engineers can move disabled vehicles or hulks to clear blocked roads. The number of squads required depends on the size of unit to be moved; Combat Engineers count triple. See the *Size Table*, p. 17.

To move a wreck, the infantry must begin the turn within 2" of the wreck and move to the wreck. At the end of the movement phase, the vehicle is moved to either edge of the road. The infantry is placed anywhere adjacent to it.

## DAMAGE TO ROADS

Roads may be attacked either intentionally or as a result



Two ways to block the road. Directly in front of the missile tank is a patch of rubble, which merely interrupts road movement and can be removed by Combat Engineers; it's been indicated here by a sprinkling of black gravel. A bit farther on is a cruise-missile crater, which permanently breaks the road. It's indicated here by placing a plaster model of a crater. Black gravel has been added inside the crater, and radiating outward in rays of rubble. This only took a couple of minutes!

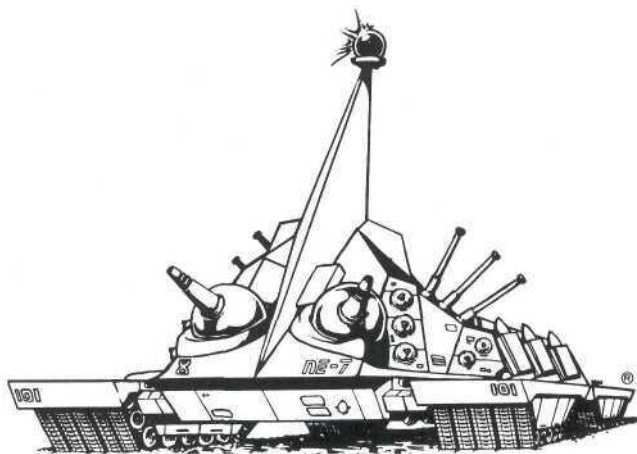


of spillover fire. When a unit on the road is attacked, or when a road is within a spillover pattern, check for damage to the road, rolling separately.

Roads of all kind have a defense of 3 and are affected only by an X or XX result. On such a result, the attacking player puts one damage marker in the road. This marker is a 3/4" circle of rubble. Use the markers provided with this book, or build terrain to represent the blockage (see p. 27).

Damage does not cut the road, but it forces units to leave the road as described above under *Roads Blocked By Vehicles*. For game purposes, units stay on the road, but lose their road bonus if they must cross a damage marker.

A squad of engineers can remove a damage marker by spending one turn stationary on the marker. This doesn't result in smooth blacktop, but debris is pushed off the road or into craters, and craters filled in enough to allow military traffic to continue.



## CRATERING THE ROAD

An Engineer squad can plant a nuclear charge to permanently cut a road. The squad must spend two turns stationary and undisturbed on the road. At the end of the second turn, the nuke goes off exactly where they were. Immediately move the Engineers 1" away (actually, of course, they moved just before the explosion). The charge creates a 3/4" crater which cannot be filled in within the time scale of the game; thus, the road is permanently cut. Any unit touching the 3/4" circle is destroyed.

Treat the newly created crater as rubble for terrain purposes; it's not impassable like a cruise-missile crater.

Engineers can plant similar charges for other purposes, including destruction of buildings; one nuke will destroy any structure. The referee may allow other creative use of nukes. However, they can't be hidden for use as super-mines; they are easy to detect.

If an Ogre has no weapons at all, but can still move, it represents a menace, and Engineers may be called on to take it out with a nuclear charge! The Engineers must move onto the Ogre and *ride* it for two turns. At the end of the second turn, the charge goes off, the Engineers are moved a safe inch away, and the Ogre is destroyed.

Each Engineer squad carries only one nuke. For game purposes, players may agree to allow each player as many nukes as he has Engineer squads at the beginning of the game, and let any Engineer squad use these nukes until they're gone. Alternatively, the squads can be numbered and a record kept of which ones still have nukes.

# MOVEMENT AND STRUCTURES

## VEHICLES AND STRUCTURES

Vehicles may not move into or through structures except for the roadway portion of a bridge, unless a special structure (like a depot) is defined in a scenario.

## INFANTRY INSIDE STRUCTURES

Infantry may move into any friendly building, emplacement, or other kind of structure, or into any destroyed structure of any type. Infantry within a small structure (without Structure Points) receives no defense bonus - although it is under cover, it cannot use its weapons in point-defense mode to shoot down incoming attacks. Therefore, infantry might cluster near such small buildings but wouldn't go inside without a good reason!

Infantry within a large structure (with Structure Points) is completely protected by the structure until that structure is destroyed. The Attack Strength of the attack which destroys the structure is applied to the infantry as a separate target; the infantry is still considered protected by rubble, so its Defense Strength is tripled.

## INFANTRY ATOP STRUCTURES

Infantry may move *on top of* (or off) any structure as though it was a cliff (see p. 44). Few structures will be high enough to slow infantry down at all. A structure will hold only as many squads of infantry as can actually be set on top of the miniature using their normal bases.

Infantry on top of structures receive no defensive bonus unless the scenario states that the structure is designed to protect infantry atop it.

# LEAVING THE BOARD

A unit is considered to have left the board when its center point is off the board; when in doubt, the unit is off. Units may leave the board in pursuit of victory conditions, or to escape destruction. Unless a scenario specifies otherwise, a unit which leaves the board may not return.

Some scenarios specify "escape zones" for one or both sides. Units which leave the board anywhere except a legal escape zone are considered destroyed.

In **Ogre**, combat is quick and decisive. Each unit rolls once (or once per weapon, for multi-gunned attackers). That single die roll determines the effect on the target: unaffected, temporarily disabled, burning hulk, or totally vaporized.

## SEQUENCING

A fire phase occurs after each player's movement phase. During this phase the player may attack once with any or all of his units, and any or all of its Ogre weapons systems. Enemy units may not return fire until after their own movement phase. Units may not fire again after the GEV Second Movement Phase.

## TARGETING

During a player's fire phase, each of his units - except disabled units - may fire once. Units with multiple weapons (such as Ogres) may fire each weapon once. An attacking unit may fire upon any target within its range. A "line of sight" is not *required* except by lasers and archaic units (see *Laser Line of Sight*, p. 36), but a unit which cannot trace a line of sight will attack less effectively - see p. 35.



*Determining fire ranges. The Superheavy Tank has announced an attack on the Combine GEV. The distance is measured from the center of the Superheavy. The GEV is well within its 6-inch range. If the Superheavy uses both guns, the attack will be at 3-to-1 odds - a sure disable, and a probable kill.*

## RANGE

A unit's or Ogre weapon's *range* is the distance, in inches, at which the unit may attack an enemy. This is measured in a straight line from unit center to unit center. During the fire phase, the player must declare each attack *before* measuring the range to his intended target. Once declared, the range is checked. If the target is in range the combat is

resolved normally.

*This rule has more to do with traditional miniatures play than it does with the reality of 21st-century warfare; range-finders **are** available in the 2180s. For alternate rules, see p. 48.*

## TARGET OUT OF RANGE

If the target proves to be beyond the range of the firing unit, the attack automatically misses. However, this does not mean the attack has no effect. The attack is assumed to have been aimed on a straight line between the attacker and its original target, but it falls short at the far limit of its range. Place the appropriate Attack Template at that point. The attack falls on any unit, friendly or enemy, unlucky enough to be located at that point. Any unit underneath the spillover disk will suffer a normal spillover attack (see p. 32). Thus, if the attack fell just a *little* short, the intended target will be caught in the spillover..

If more than one unit combines to make an attack, and some, but not all of the firing units are in range, the attack is carried out. However, only those units in range may be counted in determining the total attack strength. Those units out of range miss the target. Each of their "short" attacks is resolved separately, as above.

## RANGING SHOTS

During the fire phase, any unit may take a ranging shot by declaring a target - either an enemy unit or a specified point of terrain. The attack is declared normally and the attacking unit's range checked.

If the target proves to be in range, the attack is resolved normally. If the target is not in range, the actual distance to the target is *not* measured - just the attacking unit's maximum range. The smallest Attack Template is used to see if anything was actually hit. No marker of where the shot landed may be left on the battlefield; the template must be removed before the next attack is declared!

Again, for exceptions to this rule, see p. 48.

## COMBAT RESOLUTION

Each attack is resolved by a single roll of one 6-sided die. The firing player must declare each attack before rolling the die.

To declare an attack, you must state which units or Ogre weapon systems you are attacking with, the intended target,



and the odds of that attack. Then check the range to the target and resolve the results of the combat.

Each attack is resolved by comparing the attack strength(s) of the attacker with the defense strength of the defender (which may be increased by terrain or other protective factors). This ratio is then rounded down, in the target unit's favor, to one of the ratios shown on the Combat Results Table. For example, an attack strength of 2 versus a defense strength of 1 is a 2-to-1 attack. The higher the odds, the more likely the attack is to succeed.

Once the ratio is determined and rounded off, the attacker rolls one die and consults the proper column of the Combat Results Table. The results are applied immediately.

## COMBAT RESULTS TABLE

| Roll | Combat Odds |     |     |     |     |
|------|-------------|-----|-----|-----|-----|
|      | 1-2         | 1-1 | 2-1 | 3-1 | 4-1 |
| 1    | NE          | NE  | NE  | D   | D   |
| 2    | NE          | NE  | D   | D   | X   |
| 3    | NE          | D   | D   | X   | XX  |
| 4    | NE          | D   | X   | XX  | XX  |
| 5    | D           | X   | XX  | XX  | XX  |
| 6    | X           | XX  | XX  | XX  | XX  |

Combat ratios are always rounded off in favor of the defending unit. Attacks at 5-to-1 or better are an automatic X. Attacks at less than 1-to-2 have no effect.

For *regular combat*, read the table just as it is written. For *overrun* attacks, read each D as an X, *unless* an Ogre is the target. For *spillover* fire, read each D as an NE and each X or XX as a D.

## CRT RESULTS

There are four possible outcomes shown on the Combat Results Table:

**NE** - No effect. The unit survives the attack unharmed.

**D** - The results depend on the target.

An *Ogre* is undamaged.

An *infantry* unit has its strength reduced by 1. Replace it with a base having one fewer figure. If its strength was only 1, it is eliminated automatically.

An *armor unit* (or CP with D1 or more) is *disabled*. Mark the unit with a D marker or white smoke. It can neither move nor fire next turn. Units disabled by enemy fire will recover after the enemy's *next* turn - this means the enemy gets one whole turn to attack the unit while it is disabled.

A *disabled armor unit* (or CP) is destroyed if it receives a second D result while disabled. It becomes a hulk (see below).

**X** - Destroyed. If the unit attacked is an *Ogre*, the part of the *Ogre* that was attacked is destroyed. Check it off the *Ogre* record sheet immediately.

An *armor unit* that gets an X becomes a *hulk*. It is eliminated, but may still provide cover for other units (see below). Mark it with a black puff of cotton to indicate flame and smoke.

A destroyed infantry unit is removed from the battlefield.

**XX** — This is the same as an X result except for armor units. An armor unit that gets an XX does not become a hulk. Remove it completely.

## RECOVERING FROM A DISABLED RESULT

A unit disabled by enemy fire recovers automatically at the end of the *next* full enemy turn. If it is disabled from terrain effects on its own turn, it remains disabled through the enemy turn and can try to move again on its own following turn.

In other words, if you disable a unit, you can shoot at it for the rest of that turn *and* for your next turn while it is still disabled.



Indicating disabled and destroyed units. The yellow Superheavy is disabled, as indicated by the plume of white "smoke" (actually cotton). The red Superheavy has been destroyed; it is a hulk, as indicated by the plume of black smoke. This model has been specifically modified to represent a hulk; note the shattered right barrel and the damage to the rear chassis.

## HULKS

A hulk - the shell of a destroyed unit - may be attacked normally or in an overrun attack. It has a defense of 1. Only an XX result eliminates it; any lesser result simply leaves a worse-looking hulk.

A hulk's only purpose in life is to serve as hard cover (see p. 36), or to draw fire from enemies who want to eliminate it as cover.

Hulks may be indicated either by black smoke, by an upside-down unit in regular smoke, or by a specially-damaged-and-painted miniature.





A cammo-painted Heavy Tank grinds down the road, past the hulk of a destroyed comrade, still gushing black smoke.

## COMBINING ATTACKS

Any number of units and/or Ogre weapon systems may combine their attack strengths into a single attack on any one target, except for Ogre tread units. When units combine their fire, the sum of their attack strengths is compared to the target's defense strength.

For example: Two Heavy Tanks (each with an attack strength of 4) and a Missile Tank (attack strength 3) combine their fire on an Ogre's secondary battery. The total attack strength is 11, so the attack is at 11-to-3 odds. 11/3 is more than 3, but less than 4, so the attack is resolved at 3-to-1.

## OGRE RECORD SHEETS

For every Ogre in a particular battle, an individual Record Sheet should be used to keep track of its status as the game progresses. There is a Record Sheet for every type of cybertank, listing its weapons and its tread units.

The circles after each weapon type represent the number of those weapons that the Ogre starts each battle with. The numbers following show the attack strength, range, and defense strength of that weapon. Mark off the appropriate boxes when a gun or missile rack is destroyed, or when a missile is either destroyed or fired.

Ogres with Missile Racks have a separate record to keep track of the missiles carried in the protected ammo bay. These should be marked off as they are fired. An additional missile is marked off when a missile rack is destroyed.

The Ogre's treads are indicated in rows of circles. Each row of circles represents 1/6 of the Ogre's movement capability (1/8 in the case of an Ogre Mark IV or Ninja). For each tread unit destroyed, mark off one circle. Tread units are marked off from left to right and then top to bottom. Each time a row of circles has been marked off, the Ogre's movement drops by 1". An Ogre with no tread units left may not move.

In the example here, the Ogre Mark V has lost one main battery and two secondary batteries. It has fired three of its missiles. It has lost 17 tread units, reducing its speed to 5" per turn. When it loses another 3 tread units, its speed will drop another inch.

## LIMITS ON COMBINING ATTACKS

If a target is out of LOS with respect to some attackers but not others, and the attacks are combined, the defender gets its bonus against the whole attack. The same is true if a target is in hard cover with respect to some attacks but not others. It will often be advantageous to combine only those attacks that suffer no penalty, keeping the rest for a separate roll.

Attacks against Ogre treads cannot be combined. Each attack against a cybertank's tread units is rolled separately.

## MULTIPLE ATTACKS

Any number of successive attacks may be made against the same target in one turn, provided (except in overrun combat) that each attacking unit or Ogre weapon system only fires once. The attacker may make his attacks in any order he wishes, and may observe the result of each attack before declaring the next.

## ATTACKING OGRES

An Ogre is not targeted as a whole. Instead, each Ogre weapon system and the Ogre tread units are targeted and attacked individually.

## ATTACKS ON OGRE WEAPONS

If an Ogre weapon system is the intended target, the attack strength of the attacker(s) is compared to the defense strength of the weapon attacked. The ratio is determined normally, and the attacker rolls a die and consults the Combat Results Table. An X or XX destroys the weapon, and it is marked off the Ogre Record Sheet. D results do not affect Ogres.

### OGRE MARK V

6 Missiles (Attack 6, Range 10", Defense 3)

● ● ● ○ ○ ○

2 Main Battery (Attack 4, Range 6", Defense 4)

● ○

6 Secondary Battery (Attack 3, Range 4", Defense 3)

● ● ○ ○ ○ ○

12 Antipersonnel (Attack 1, Range 2", Defense 1)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

60 Tread Units: Move starts at 6"

● ● ● ● ● ● ● ● ● ● (Movement drops to 5")

● ● ● ● ● ● ● ● ○ ○ ○ ○ (Movement drops to 4")

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 3")

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 2")

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 1")

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 0)



## ATTACKS ON OGRE TREAD UNITS

If the Ogre tread units are the intended target, the attack is always at 1-to-1 odds. In other words, after the attack is declared and the range checked, the attacker rolls a die, and on a 5 or 6 (an X or XX on the CRT) the Ogre loses tread units equal to the firing unit's attack strength. Units may not combine fire when attacking Ogre treads, and must make each attack individually. Thus a successful Heavy Tank attack on Ogre treads would cost an Ogre 4 tread units.

In any terrain or situation which gives the Ogre a defensive bonus or multiplier of any kind - in town, hull-down, out of LOS, etc. - treads are hit only on a roll of 6. This is true regardless of the specific bonus or multiplier(s) allowed to the rest of the Ogre's components.

## DESTROYING AN OGRE

An Ogre is considered destroyed when all its weapons systems are destroyed and its movement is reduced to 0.

# DEFENSE BONUSES

Certain situations will give a defending unit a bonus to its defense. These may be *multipliers* (e.g., for terrain type) or *additions* (e.g., for being out of LOS, as described on p. 35).

When a unit gets more than one bonus, apply the multiplier first, and then the additions. No unit will ever get more than one multiplier, though multiple additions are possible.

*Example:* A single squad of infantry (defense 1) is in the woods (which doubles defense). It is behind a hill, and out of line-of-sight of its attacker (+2 bonus). It is also sheltering behind the hull of a LGEV (hard cover, +1 bonus). Its total defense is 5. Its basic defense of 1 is doubled for the terrain, and then the +2 and +1 are added.

Thus, a Heavy Tank (attack strength 4), which would attack that infantry unit at 4-to-1 in open ground, would get only a 1-to-2 attack on it in this protected situation!

# MULTIPLE TARGETS AND SPILLOVER FIRE

A near-miss by a tactical nuclear weapon is almost as dangerous as a direct hit... and any attack includes a number of shots, not just one. Units which are very close together can all be attacked at full strength; this is called a *multiple attack*. Units which are farther away may be hit by *spillover fire*, rolled separately.

To reflect this, the Attack Templates are used to determine the exact area of a particular attack's effect.

## USING THE ATTACK TEMPLATES

Each template has an attack strength rating, which deter-

mines when it is used. The higher the total attack strength, the larger will be the normal attack and the spillover areas. For attacks of less than 10 points, the smallest template is used. Combined attacks of 10 or more points will use larger templates. There are also circular templates for 10-14, 15-19, and 20+ attack strength points.

Each template has two circles. The inner circle - the killing zone - shows the area which receives the full strength of an incoming attack. The outer circle determines the area which receives the secondary effects of the attack - the spillover fire.

To use the Attack Templates, the firing player places the center of the template on the *center* of the target miniature (see illustration, p. 33). The template may *not* be placed between units to get more of them into the killing zone. When the template is centered on the target unit, the target, and any other units visible within the *inner* circle, even partly, are attacked normally. All units visible within the outer circle, even partly, are hit with spillover fire.

For each attack, each unit beneath the template receives either a full strength attack or spillover fire - never both.

An attack which falls short may still damage its intended target by spillover fire, if the target is close enough to be touched by the appropriate Attack Template.

## ATTACKING STACKED UNITS

Units are considered 'stacked' if they are in the same place, or if they are so close together that they are represented *on the board* by a single miniature (see p. 26). Infantry riding a vehicle is stacked with that vehicle.

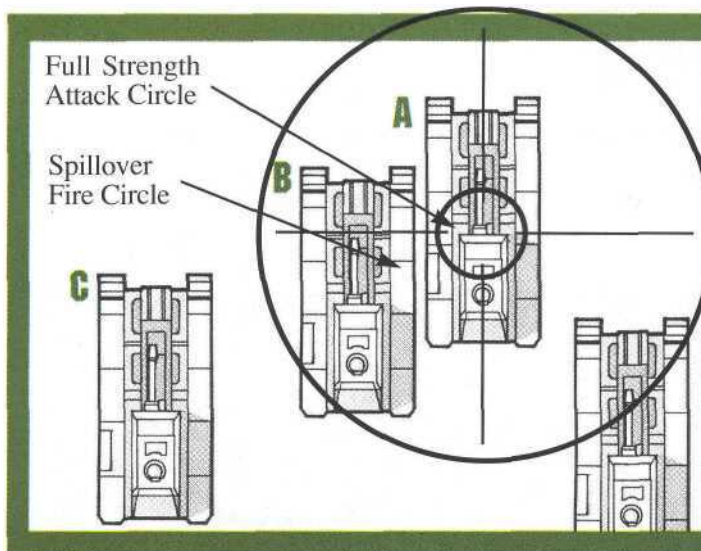
When units are stacked, they are attacked by *the same die roll*. The attacking player calculates the odds of the attack separately for each target, but rolls one die to resolve both attacks. *Example:* a Missile Tank fires on a Heavy Tank carrying a single squad of infantry. The attack strength is 4; the Heavy Tank defends at 3, and the infantry unit at 1. The die roll is a 2. The attack on the tank is 1-to-1, so the 2 has no effect. The attack on the infantry is 3-to-1, and the 2 gets a D result, which eliminates the single infantry squad.

In this example, the infantry was more vulnerable and was destroyed. Infantry riding a truck or GEV-PC could easily survive the death of the unit carrying them. This procedure is followed in both normal combat and overruns when infantry is in a vehicle.

*An Ogre, even if stacked with other vehicles, is not affected by any attacks except those specifically aimed at it. But lesser units stacked with an Ogre will be affected by attacks aimed at the Ogre!*

## OTHER FULL-STRENGTH ATTACKS

Other units which are not stacked with the target, but are close enough to be visible within the killing zone of the Attack Template, will also undergo full-strength attacks. These/attacks are rolled separately.



## USING THE ATTACK TEMPLATES

Three Paneuropean Heavy Tanks are combining their fire on a Combine Heavy Tank. Their total attack strength is 12, so the 10+ Attack Template is used. It is targeted on Tank A (defense strength 3), which receives a full strength attack at 4-to-1 odds. Note that not all of A is within the full attack circle. This doesn't matter – it's the target!

No other tanks are even partially within the inner circle – the killing zone – so they don't suffer full-strength attacks.

Tank B is within the Spillover Fire circle. It receives a half-strength spillover attack (half of 12 is 6, which reduces to 2-to-1 odds). Even though only the front corner of Tank C is within the spillover fire circle, it too receives an attack at 2-to-1 odds. Tank D is beyond the template, so it is not affected by this attack.

## SPILLOVER FIRE

Units in the spillover zone, as shown by the template, suffer a *half-strength* attack. For instance, a Heavy Tank attacks with a strength of 3. Spillover fire from its attack has a strength of 1.5 – which is still enough to get a 1-to-1 on a D1 unit, but is only a 1-to-2 on a D2 unit.

Units defend against spillover fire at their normal value, except that a DO unit has D1 against spillover fire. Defensive bonuses for terrain, etc., count normally.

The combat results from the CRT are reduced for spillover fire. An XX or X result is treated as a D result, and a D result is treated as NE. Units may be disabled by spillover fire, but never eliminated (except for single squads of infantry.) Ogres are never affected by spillover fire!

Structures ignore spillover fire unless it is aimed at a unit which is actually on or in the structure. In that case, the structure is affected as though it were the target.

If stacked targets are in a spillover zone, they are attacked by one die roll, as described above. Like other spillover attacks, this is a half-strength roll.

No spillover fire is calculated during overrun combat.

Lasers do not create spillover fire.

## FRIENDLY FIRE ISN'T

A unit is never affected by spillover fire from its own individual attack, or by the attack of a friendly unit within 6". It is unusual for a unit to be hit by "friendly" spillover fire at all, because if it's close enough to a hostile unit to be hit by spillover fire, it's probably so close that overrun combat should take place instead. But it can happen.

If a unit is more than 6" away from a firing friendly unit, and it falls within the Attack Template, the unit in the template undergoes normal spillover results.

## OVERRUN ATTACKS

An overrun attack occurs during the movement phase. The moving (attacking) player initiates an overrun combat by moving one or more units to within 1" of an enemy unit. If the defending player thinks that an attacker has come within 1" of his unit, he may call for a measurement. The smallest Attack Template is exactly 1" across; place its crosshairs on the defending unit to see whether an attacking unit has come too close. An attacker may *not* use the template to precisely gauge how close he can come to a defender. In the game, as on the battlefield, play it very safe, or plan to get shot at.

Overrun combat is settled immediately, before the attacker continues his movement phase. To conduct an overrun:

1. The attacker may move any other units into the overrun, as long as they have enough movement to get there. It's assumed that they either traveled together or synchronized their attack.

2. If the defender has other units within 1" of the overrun unit, he may treat them as stacked with the overrun unit and bring them into the fight. This includes immobile units such as Howitzers. This is entirely optional; if the defender does not want to bring other units in, the attacker may not force them to participate in the overrun. If the attacking unit came within 1" of more than one defending unit at the same time, he must state which one he is overrunning.

## MAKING THE ATTACK TEMPLATES

This book includes a cardboard insert with the Attack Templates. There are two ways to prepare these templates for play.

The first method is to photocopy the templates onto a sheet of clear acetate, such as that used for overhead transparencies, and simply cut the individual templates out. The transparent acetate allows you to look through the template to the units below, clearly indicating which units are or are not affected.

Alternatively, the templates themselves can be punched out. Any target within the open center circle is attacked at full strength, and any unit caught beneath the surrounding ring receives the spillover attack. Two threads glued across the center of the template serve very well as crosshairs.



3. If any of the attacking units entered swamp, forest, or rubble to make their overrun, check to see if they become stuck or disabled. All these units *may* still participate in the combat. Stuck units count as disabled for overrun combat purposes; they fire at half strength.

4. Roll alternating fire rounds, first for the defender and then for the attacker, until only one side remains.

## ATTACK STRENGTH IN OVERRUNS

Attack strengths of infantry units and Ogre weapon systems are doubled in overrun attacks, whether they belong to the attacker or the defender. Disabled units may fire in overrun situations, at half their attack strength. (When a vehicle becomes disabled, it is not necessarily incapacitated. Its onboard computer systems are sophisticated enough not only to defend the unit, but also to direct its movement and firepower until the crew recovers.)

A command post or other manned structure has an attack strength of 1 in overruns, or 1/2 if it was "disabled." This represents the last-ditch attempt of the personnel to hold off the overrunning enemy with infantry weapons. (Manned structures should be defined before the game begins, though an enemy may not know which structures are manned.)

All other units use their normal attack strength.

*Militia* are especially vulnerable in overruns; all attacks against them are doubled. See p. 18.

## DEFENSE STRENGTH IN OVERRUNS

Defending units get their normal defensive bonuses, if any, for the terrain they are in. Revetments, walls, etc., protect if properly positioned. By definition, there is always LOS in an overrun.

The attacker in an overrun does not get any bonuses; all units defend at their normal defense strength.

## RESOLVING AN OVERRUN ATTACK

When an overrun attack takes place, all infantry units are treated as single squads for attacking and targeting purposes. (Squads riding a GEV-PC or other military unit will dismount as the combat starts and fight individually; squads within a hovertruck or other enclosed vehicle may not, and are lost if the vehicle is lost.) Combat will take place only between those units involved in the overrun, and will last until only one side is left.

Overrun combat is resolved in fire rounds, with the defender having the first fire round. Each of his units attacks once, including disabled units. Resolve the results normally, except that a D result is treated as an X against any target *except* an Ogre. Overrun combat is deadly!

Surviving attackers, including any disabled due to terrain when entering the overrun situation, may then return fire, resolving the results as above. The surviving defenders then fire again, and this procedure is repeated until only one side has any units left.

Units may combine fire, or fire in succession on one tar-

get, just as in a regular attack, as long as no unit fires more than once per fire round.

D or X results create hulks, as in normal combat, but these hulks are not placed on the board until the combat ends, and do not provide any cover during the overrun combat. Nevertheless, a large overrun combat on a road is likely to leave the road blocked (see p. 27).



This picture shows that distances can be greater than they seem. The Ogre's center point is the ball atop its tower. Of all the infantry surrounding this Mark V, only the one actually atop its chassis is within one inch (1/2 mile) of the center point. The other infantry units are within firing range of the Ogre, but *not* in overrun range. In general, a Mark V need not worry about overrunning an enemy miniature unless it is almost touching it!

## OGRES IN OVERRUN COMBAT

Ogres resolve overrun combat normally, except:

In an overrun, an Ogre or Superheavy Tank may ram any one enemy unit (see below) at the end of its first fire round. A ram will destroy any unit except an Ogre or Superheavy.

If an Ogre loses all its weaponry during overrun combat, it is removed from the combat after two further enemy fire rounds. The combat continues, if both sides still have combatants, but that Ogre may no longer be targeted. It is replaced on the board at the end of the overrun combat and (if it was an attacker) may continue to move, using any remaining movement it had. This will *not* trigger a further overrun attack unless it again comes within 1" of any defenders.

## RAMMING IN OVERRUNS

At the end of the first round of overrun combat, certain units can physically ram opponents.

## OGRE AND SUPERHEAVY RAMMING

An Ogre which rams a larger Ogre during overrun combat loses 5 of its own tread units. An Ogre which rams a

smaller or equal-sized Ogre during overrun combat loses 2 of its own tread units.

A Superheavy Tank is considered a Mark I Ogre for purposes of ramming. Should a Superheavy engage in ramming, start a record sheet to keep track of its 24 "tread units," and reduce its speed as though it were an Ogre, at 1" of movement for each 4 lost units. If it loses all its treads, it is stuck and cannot move, though it still fires normally.

When an Ogre is rammed, the number of treads destroyed on the rammed Ogre is determined by a die roll. The bigger the *ramming* Ogre, the more dice are rolled, as follows:

- Ogre Mark I, II (Size 5 or 6) - 1 die
- Ogre Mark III or III-B (Size 7) - 2 dice
- Ogre Mark IV, V, or Fencer (Size 8) - 4 dice
- Ogre Mark VI or Doppelsoldner (Size 9) - 6 dice

An Ogre Mark III or larger will completely crush anything smaller than a Superheavy which it rams; not even a hulk will be left.

The largest cybertanks (Size 9) will completely crush a Mark I or Superheavy when they ram, rather than simply eliminating tread units.

## RAMMING BY OTHER UNITS

Superheavy Tanks may ram other units as though they were Mark I Ogres, as described above.

GEVs of all kinds may ram after the first fire round of overrun combat. The ram automatically destroys the GEV itself. A Size 1 GEV delivers an attack strength of 3 when it rams. A Size 2 or larger GEV delivers an attack strength of 4 when it rams (the bigger ones can't go as fast).

No other unit has the mass and/or speed to deliver an effective ram in combat conditions.

Note that a ram attack against an Ogre may affect no target except treads - but against treads, it always succeeds. A ram attack against infantry can only attack a single squad, and represents, more than actual crushing, an attack at such close range that the attacker's point-defense weapons will register - and score against - the battlesuits.

## OVERRUNS ON WATER

GEVs and Marines may sometimes overrun Ogres or infantry units on water, or vice versa. Effects are as usual, except:

An overrun of a GEV against an underwater Ogre has no effect, and an underwater Ogre may not overrun a GEV. Hostile Ogres may fight underwater, but can only use their missiles . . . giving them little protection against an attack by Marines, which can use their weapons normally underwater. A GEV overrunning standard infantry in the water automatically destroys the infantry unit.

## RESUMING PLAY AFTER OVERRUN

After the overrun combat has been completely resolved, the attacker's movement phase continues. If the attacker

won the overrun attack, he may move the surviving units up to the remainder of their Movement Value.

If the defender was an Ogre or a structure (see below) it may survive an overrun even though the attacker won. In that case, any attacker with at least 2" of movement remaining may expend that 2", declare a new overrun, and take two more fire rounds against the target.

## LINE OF SIGHT

All modern armor and infantry units are capable of indirect fire. They use high-trajectory weapons which can attack targets beyond obstacles, regardless of line of sight from the attacking unit.

There are two kinds of "line of sight" in this game. Regular line of sight (LOS) is that used by most units; it is a line of *direct detection*, not just vision. LOS ignores forests, towns and other terrain. Laser line of sight (LLOS, below) is more restrictive.

## DEFENSE BONUS FOR BLOCKED LOS

Regular LOS is normally blocked only by the ground itself. If a unit's LOS to a target is blocked by a rise in terrain, the defending unit receives a +2 to its Defense Strength. Thus, it's often best to position a defensive line on the far side of a hill, where they can move up and over for a counterattack.

If LOS to an Ogre is blocked, attacks against its treads succeed only on a roll of 6.

If Unit A doesn't have LOS on Unit B, then Unit B doesn't have LOS on Unit A either. If LOS is in doubt, use a string or laser pointer between the center points of the units. Calculate LOS from *ground to ground*, not from unit tops or gun-barrels. When in doubt, flip a coin.

## WHEN BLOCKED LOS DOESN'T MATTER

Large buildings, which have Structure Points rather than a Defense Strength, get no bonus for being out of LOS. They're too big to hide and too easy to hit. Their only protection lies in their durability.

A *sensor net* (see p. 49) eliminates all LOS penalties. With a sensor net, you don't have to detect your enemy directly to know exactly where he is.

## HULL-DOWN

Any unit may use terrain features to claim *partial* cover from enemy fire. Craters, hills, low walls and other structures can be used in this manner. A unit is considered hull-down when *only* the main hull of the vehicle is concealed behind a piece of terrain, leaving its turret or other weapon systems within enemy LOS. 20th-century tankers originated the term "hull-down," and valued positions where the hull was protected while the turret could still track and fire. 21st-century tank commanders, with indirect-fire weapons at



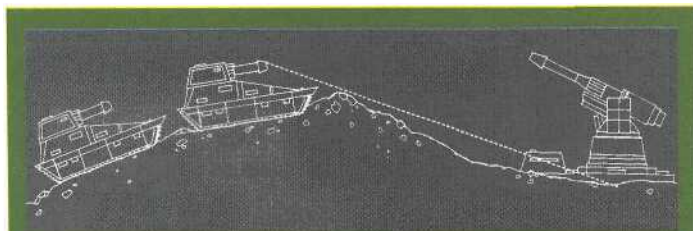
their disposal, don't even leave the turret exposed if they can help it! But for game purposes, a unit is hull-down if LOS can be tracked only to its turret or gun, and not to its chassis.

This must be accurately portrayed on the battlefield - a unit cannot claim concealment behind cover that is shorter than the miniature's hull. An armor unit just below the crest of a hill, with the turret showing, is considered to be hull-down. Hull-down is always relative to a particular attacker. If an enemy unit maneuvers so that its target's hull is once again in line of sight, that target no longer gets a hull-down bonus. The miniature must be in direct contact with the terrain it is using for cover.

A hull-down unit gets +1 to its defense strength, and cannot be attacked by a battlefield laser. Of course, most attackers use indirect fire, but any protection is better than none!

A unit in a well-chosen position can be hull-down with respect to potential attackers while they are not hull-down to it. Of course, two tanks can also be hull-down with respect to each other. Figure hull-down from *tip of gun barrel to ground*. If a unit is out of strict LOS, but its gun is visible, it's hull-down.

The hull-down bonus is *not* cumulative with the effect of blocked LOS.



The leading Heavy Tank is hull-down with respect to the Howitzer, but not vice versa. The Heavy Tank gets a +1 to its defense if the Howitzer fires on it; the Howitzer gets no bonus if attacked by the Heavy.

The second Heavy Tank is completely out of LOS of the Howitzer, and vice versa. Either would get a +2 to its defense if fired on by the other.

## TRACKS-DOWN PROTECTION FOR OGRES

If an Ogre is in a protected position with respect to an attacker - either out of LOS or hull-down - then attacks on its treads succeed only on a roll of 6. An Ogre can also be "tracks-down." If it is behind terrain that only blocks the attacker's LOS to its tracks, it gets the same benefit, even if the attacker can "see" its chassis and therefore target its weapons normally.

## HARD COVER

A unit is considered in "hard cover" if a line from the unit to its attacker goes directly through a significant, solid obstacle, and the unit is *touching* that obstacle. (When attacks may use indirect fire, it is necessary to be very close to your cover.) Hard cover normally gives a +1 bonus. Very

good hard cover, such as a solid wall, can give +2.

Hard cover is cumulative with the effect of blocked LOS or hull-down terrain, but not if the hard cover is the *only* thing blocking the enemy's LOS to the target's chassis!

## HULKS AS HARD COVER

A unit is behind hard cover if it is behind the hulk of a unit of its own size or larger. A large hulk can shelter several smaller units totaling its own size class (a Size 8 Ogre hulk could shelter four Size 2 GEVs). The hard-cover bonus for a hulk is always +1, or +2 if the sheltering unit(s) add up to less than half the Size of the hulk.

## STRUCTURES AS HARD COVER

Any structure counts as hard cover. However, a model building which is merely used to help define a "town" area is *not* hard cover - because the town already gives a defense bonus better than hard cover.

A special structure, specifically-defined wall, or hulk which happens to be in a town area *does* give its defense bonus to a unit behind it; the unit gets both the town bonus and the hard-cover bonus.

## DESTROYING HARD COVER

If a unit is in hard cover, any attack aimed at that unit will also affect the hard cover. This is not spillover, but a true multiple attack. A single die is rolled, and that result is applied in separate attacks to both the sheltering unit and the hard cover.

The exception, of course, is the landscape itself. The crest of a hill, or even the lip of a big crater, is not affected by any attack short of a cruise missile!

## LASER LINE OF SIGHT

Laser line of sight (LLOS) is more restrictive than regular LOS. A battlefield laser can detect its targets just as well as any other unit, but its weapon works only in a straight line, and will not penetrate forest or other cover, even though that cover might be transparent to 21st-century detection.

Archaic units (except for artillery) also use LLOS rules, because their detectors and weapons are far less competent.

The fire from a regular battlefield laser is blocked by forest, swamp, town, or town rubble (but not crater rubble). It cannot attack any unit in such terrain, or trace its line of fire through such terrain; nor may it attack a cruise missile *over* such terrain. Laser fire is entirely blocked by higher terrain; the laser cannot fire through a hill.

Because of its height, a laser *tower* can fire *over* forest, swamp, town, or rubble on its own level, or attack a cruise missile flying over such terrain. It still cannot attack any unit in such terrain.

A laser tower is approximately 70 feet high. Thus, it can fire over terrain *one* level higher than it is, or hit a target on such terrain. It cannot fire over terrain more than one level

higher. It cannot fire over forest, swamp, town or town rubble on a higher level.

A laser cannot fire through a structure. A target directly behind a structure, even a destroyed one, is protected from laser fire. The number of units that may shelter behind a structure is limited, and depends entirely on the size of the structure. In general, a structure may shelter as many units as could fit on its base if it were turned upside down.

An Ogre, alive or dead, can give shelter in the same way if any units are incautious enough to get next to it.

## ATTACKS AGAINST STRUCTURES

Structures are damaged by reducing their Structure Points. A Structure which has been reduced to 0 Structure Points is considered destroyed, and the miniature is removed from the battlefield and replaced by rubble.

Any unit may fire upon any structure within range, automatically doing damage equal to twice the attack strength of the firing unit. For instance, an Ogre main battery, with an Attack Strength of 4, does 8 SP damage each time it fires on a structure.

Antipersonnel weapons do not affect structures.

Structures ignore spillover fire unless it was aimed at a unit on or in the structure. In that case, the structure is affected as though it was the target.

## OVERRUN ATTACKS AGAINST STRUCTURES

A structure may be overrun. If a unit within 1" of a structure is overrun, the attacker may choose to fire at the structure as part of the overrun attack. Attacks made during an overrun do double damage: *four times* the unit's attack strength. However, each unit or weapon may only attack a given building twice per overrun.

Armored units and Ogres may even *ram* structures. Ogres lose 5 tread units each time they ram a structure. The damage done to a structure by a ramming unit is based on both the unit's size and speed, and determined by a die roll:

Ogre Mark I, Heavy Tank, any hovercraft - 1 die

Ogre Mark II, GEV, Superheavy - 2 dice

Ogre Mark III or III-B - 3 dice

Ogre Mark IV, V or Fencer - 5 dice

Ogre Mark VI or Doppelsoldner - 7 dice

Hovercraft which ram structures are automatically destroyed.

Superheavy Tanks which ram structures must lose 5 tread units and start a vehicle record, as described above. Heavy Tanks may only ram structures 3 times, and each ram costs it 5 of a notional 15 tread units ... in other words, if players are keeping track in this much detail, that Heavy Tank would lose 2" of move for each time it rams.

## MINING STRUCTURES

Combat Engineers can mine any structure for destruction. Once it is mined, the player who mined it can immediately destroy the structure in any phase of any subsequent turn he wishes, turning it to rubble. Infantry inside or on the building is destroyed; Ogres inside the building (it would have to be huge) are unaffected. Other units suffer a 2-1 attack immediately, and are left within the rubble area even if they survive. The enemy *can* tell that the structure is mined.

It takes one squad of Combat Engineers one turn in a structure, doing nothing else, to mine 10 SP worth of building. Thus, mining a 50 SP building would take one squad 5 turns, or five squads one turn.

Engineers can also eliminate buildings by planting nukes (see p. 28).

## CRUISE MISSILES

The largest battlefield missile of the 21st century, the Cruise Missile had developed into a very effective tactical weapon. With its own computer systems, steering jets, and enough BPC armor to protect it from near misses, it could deliver a large payload to its target. Various warheads were used throughout the Combine/Pan-European war, ranging from anti-personnel bomblets to kiloton nukes.

Most Cruise Missiles are fired from protected sites beyond the battle zone, but Missile Crawler units are available to bring them close to the front. In a scenario where





Cruise Missiles are available, a player may elect to fire them from off-board; however, they are much easier to intercept. See the *Missile Interception Chart*, below.

## FIRING THE CRUISE MISSILE

When a player wishes to attack with a Cruise Missile, he does so during his fire phase. Whether launched beyond the battlefield or from a Missile Crawler, a Cruise Missile can reach any target on the battlefield. Compared to other missiles, the Cruise Missile is relatively slow, and its path from launch to target is traced on the battlefield.

The path of a Cruise Missile starts either at its Missile Crawler or, if fired from outside the battlefield, anywhere along the firing player's table edge. The player then traces the exact path of the missile to its intended target. (A miniature can be used, but a pointing finger will suffice.) The missile's complex avionics allow it to fly close to the ground and around terrain features. This means the missile's path does not have to be a straight line. It may take any route until it finally reaches its target. However, it may *not* measure ranges to potential defenders in order to avoid threats; the owning player must play it safe or take his chances.

If a Cruise Missile travels within 30" of a jamscreen, it will go out of control. See p. 25.

## INTERCEPTING A CRUISE MISSILE

As the attacking player moves the missile, the defending player may attempt to intercept it. Any defending unit that is in firing range and can trace an appropriate line of sight to the missile anywhere along its flight path may make one attempt to destroy it. When determining line of sight, the Missile is assumed to be flying one level above the ground.

Superheavy Tanks may make two attacks on a Cruise Missile; each Ogre weapon, except AP, may fire once.

If two or more Cruise Missiles are fired in the same fire phase, any unit in range may attack each missile separately.

Each interception attempt is a single quick shot at low odds - it takes little time, and does not affect the unit's ability to move and fire on its own turn. Disabled units may not attempt interception.

When attacking a Cruise Missile, roll two dice, and use the Missile Interception Chart to determine the results. The farther a Cruise Missile travels, the easier it is to track and kill. This is reflected in the die modifiers to the Interception roll.

## MISSILE INTERCEPTION CHART

Roll two dice for each attack. The roll required to intercept the missile depends on the unit firing:

- Any armor unit with attack strength 1 or 2 - 12
- Each individual squad of infantry - 11+
- Any armor unit with attack strength 3 or more - 11+
- Each Ogre main or secondary battery - 10+
- Each Ogre missile - 9+
- Laser Turret or Laser Tower - 9+

## INTERCEPTION DIE ROLL MODIFIERS

- Missile has traveled more than 30" from launch - +1
- Missile has traveled more than 45" from launch - +2
- Missile has traveled 60" from launch or was fired from off the board - +3

## PREMATURE DETONATION

When a cruise missile is successfully attacked, the owning player rolls one die. On a roll of 1-5 the missile is simply shot down. On a roll of 6, the missile explodes where it was intercepted.

## DETONATION

If a Cruise Missile makes it to its target, or is prematurely detonated, it explodes. The Cruise Missile has its own special template, on one side of the ruler supplied with this book. Place the crosshairs over the point of detonation and rotate the template to determine the distance to each nearby unit, with results as follows:

All units within 3" of the explosion site are automatically destroyed. A 2" crater is placed on the explosion site. This is impassable terrain for the rest of the game.

Now roll separately for each unit, structure or Ogre weapon within 7" of the explosion. Infantry units are rolled one squad at a time, and destroyed only on an X or XX.

The distance from the explosion determines the severity of the attack. Effective distance is modified for protective terrain. Underwater units are considered to be twice as far from the explosion as they actually are. Infantry units in towns are considered to be 3" farther from the explosion than they actually are. Armor units in towns, or infantry units in other protective terrain, are considered to be 2" farther from the explosion. Militia in towns are considered to be 1" farther from the explosion.

Units within 4" are attacked at 4-to-1 odds. Structures and Ogre treads take 4 dice of damage.

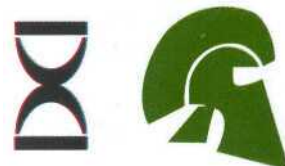
Units within 5" are attacked at 3-to-1 odds. Structures and Ogre treads take 2 dice of damage.

Units within 6" are attacked at 2-to-1 odds.

Units within 7" are attacked at 1-to-1 odds.

## FRATRICIDE

The explosion of a Cruise Missile will knock down any other missiles in the air nearby. Therefore, on any turn that a player wishes to fire Cruise Missiles, he must write down how many Missiles he is firing and what their target is. If a Cruise Missile explodes, any other missiles targeted within 18" of the detonation are lost. They are considered to have been fired simultaneously, and destroyed by the first missile's explosion.



Much of the fun of any miniatures game lies in the creation - and skillful tactical use - of terrain. Creation of beautiful terrain is up to the artistry of the players; exploiting its tactical possibilities is up to their skill. It is the job of the game rules to define different terrain types in a playable and unambiguous way.

At the beginning of the game, the players must make sure that they agree on the "legal definition" of each piece of terrain on the battlefield. It does no good for the rules to define the effect of "forest" if the players don't have the same understanding of what represents forest on their game table.

Should a unit legally be within more than one type of non-clear terrain at once, its owner may choose which one to be in as soon as the ambiguous situation is called to his attention. However, he is stuck with this ruling until he moves the unit! Thus, the owner of a GEV which was overlapping areas of both town and forest would probably choose to be in town.

Terrain may affect:

**Movement.** Most terrain interferes with movement, relative to clear terrain

**Defense.** Some terrain gives a defensive bonus to units within or behind it.

**Line of sight.** Some terrain conceals units within or behind it.

## CLEAR TERRAIN

Open, relatively smooth and level areas of the battlefield are considered clear terrain. Low rolling hills are also considered clear terrain. Individual trees, buildings and other pieces of scenery may occupy clear terrain, but as long as the unit can trace a path of movement or line of sight without encountering these objects, it is still considered clear terrain. All units have their normal movement and combat abilities in clear terrain.

## REPRESENTING CLEAR TERRAIN

Clear terrain is represented by the basic table surface - which may be nothing more than a coat of green paint, a green sheet or tablecloth, or even taped-down green paper. We recommend the Geo-Hex "Geo-Scenic" mat, a 4' by 6' textured cloth which matches the finish of the foam Geo-Hex pieces and is easy to use. Small terrain changes can be made by putting cloth or newspaper on the table and laying the fabric over them. Larger hills can be added with the regular Geo-Hex pieces.

Small patches of woods can be shown by lichen or indi-

vidual miniature trees (see *Forest*, below). Units which do not actually touch these trees are still in clear terrain.



This missile tank is considered to be in clear terrain, though it would have to maneuver when moving to avoid touching bits of lichen which represent small patches of wood.

## ROADS

Ordinary roads are considered to be paved two-lane highways. Any unit which travels along a road may treat the road as clear terrain, and ignore the movement penalties of any surrounding terrain. A road has no effect upon combat or line of sight. If a road runs through terrain which gives a defensive bonus, units on the road still get that bonus as long as they are otherwise within the boundaries of the defensive terrain.

A unit which starts its turn on a road, and stays on that road for its entire movement, receives a movement bonus of 2". The unit does not have to use this bonus, but if it chooses to, it must continue along the road. It cannot use this bonus to leave the road. The unit does not have to use the full 2". A unit which is not capable of movement gets no bonus, and militia don't get the road bonus.

A GEV, as long as it remains on the road, may take the 2" movement bonus twice: once during the first movement, and again in the second GEV movement phase.

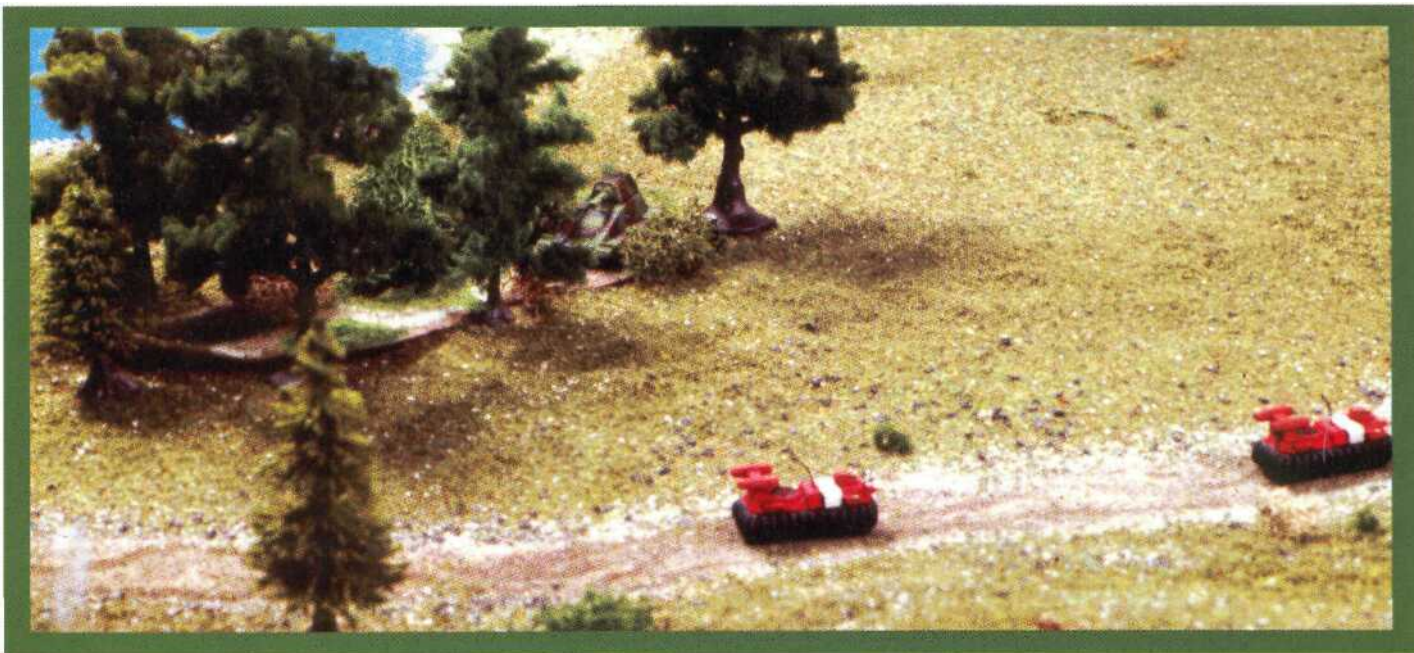
Roads may cross water on *bridges* - see p. 22.

## DAMAGE TO ROADS

A road which is caught in spillover fire, or cleared of hulks by hasty fire (e.g., an overrun) may be damaged. This damage can be repaired by engineers (see p. 28). Until it is repaired, units crossing the damaged spot don't qualify for the road bonus.

Engineers can also place nukes to cut roads permanently (see p. 28).





## MODELING ROADS

Roads may be represented by strips of brown or gray cloth or by masking tape. It is suggested that roads be made 1" wide, for ease of play. However, this is in scale to the miniatures, *not* the surrounding terrain. A realistic road for 1/20,000 terrain would be represented by a very thin brown or gray line, or by a heavy thread or thin string!

Damage to roads can be shown by the crater markers included with this book, or by a sprinkling of gravel. See photo, p. 27.

If a road is nuked, place a 3/4" crater across it; see p. 28.

## GAME DEFINITION

A unit is considered to be *on* the road only if it is centered on the road. Be reasonable; the object of the game is not to catch your opponent with one of his units off-center. A unit which is merely touching the edge of a 1" road is really hundreds of yards from the road itself.

## HIGHWAYS

A "highway" is assumed to be equivalent to a modern Interstate - a road of four or more lanes. It is treated as a

regular road in all ways, except that a single wreck (except for a wrecked Ogre) will not block it. See p. 27.

## MODELING HIGHWAYS

Build highways as for regular roads, but make them a different color (black is suggested), significantly wider, or put a white stripe down the middle. Roads tend to go around hills, but highways go *through* them. When a highway crosses water, it should have a bridge wide enough to carry an Ogre.

## SECONDARY ROADS

A secondary road represents an unpaved or ill-paved road. It is simply treated as clear terrain for all purposes - it does not give a road-movement bonus. Obviously, a secondary road through clear terrain has no meaning for game purposes except for trucks and other wheeled units which are limited to roads. However, a secondary road through forest, swamp or other bad terrain can be very important.

## MODELING SECONDARY ROADS

Build secondary roads as for roads, above. If secondary roads are in play, then regular roads can be gray (for asphalt) while secondary roads are brown (for dirt).

## BUILDING MINIATURE TREES

Although miniature trees can be bought, they can also be made fairly easily. All you need is some fairly fine fuse wire, fast-drying sculpting clay, and model railroad lichen or scenic material for the foliage.

Start by twisting together several sections of the wire to form the trunk; then separate single strands for the branches. Once this is done, a base is formed out of sculpting clay and textured appropriately with a modeling knife. After the clay has dried, prime the tree with black primer. Using brown paint to drybrush (see p. 61) the trunk and branches, with another drybrush of gray over that,

will give a very realistic bark effect. The base can be treated the same way, using whatever colors best suit your terrain.

The final step is to add the foliage. You can skip this altogether if you wish a dead or wintry appearance.

To apply the foliage to the branches, lightly brush a coat of water-thinned white carpenter's glue onto the branches. Then dip the branches into the model railroad scenic material, carefully shaking off the excess. After this has dried, apply a light coat of matte spray lacquer to help fix the foliage to the tree and protect it during play.





## HEX-GRID TERRAIN

Here's another way to play *Ogre* with miniatures. This beautiful 2' by 3' board, built by Darell Phillips, is a faithful reproduction of the original *Ogre* board. It uses "Battlescape" terrain hexes from Geo-Hex, which come with a silk-screened pattern of 1 1/2" hexes. Darell added the custom painting and the craters and rubble.

With a board marked off in hexes, all the original *Ogre* rules can be used. The only problem is with the Ogres themselves. Anything bigger than a Mark I just won't fit in a 1 1/2-inch hex! So . . . put it in two hexes. The Ogre is considered to be in the front hex. If a defending unit moves into its rear hex, just put it on top of the Ogre miniature. It won't be there long . . .

## FOREST

Any area of thick trees, jungle, or brush. Forest affects movement, combat, and line of sight, but in different ways depending on the units!

**Ogres, Superheavy and Heavy Tanks.** Forests have no effect on these units.

**GEVs.** Movement is halved; for every 1" spent on movement, a GEV may move 1/2" through forest. A GEV may move no more than 2" through forest in any turn. If it is still in the forest after moving 2", it must stop for the turn, even if it still has movement left. A GEV in forest after combat receives no second GEV movement phase. When a GEV first enters a forest, and at the beginning of each movement phase it starts in a forest, a die is rolled, and on a 1 or 2 the GEV immediately becomes disabled. A GEV which is disabled *on first entering* forest is placed at the edge of the forest on the spot where it entered, completely within the forest.

**All Other Armor.** For every 1" spent on movement, other armor may move 1/2" through forest.

**Trucks and other wheeled vehicles** cannot enter forest.

**Infantry.** Forest has no effect on infantry movement. The

defense strength of any battlesuited infantry unit within a forest is doubled. A militia unit in forest has a defense strength of 2, whatever its size.

## MODELING FOREST

Forest can be represented in several ways. The best-looking solution - actual miniature trees - unfortunately tends to be ambiguous in play. If miniature trees are used, they should be set on a darker-colored cloth or paper which represents the actual woods area. Geo-Hex sells a printed cloth that makes a good forest surface; see photo, p. 42.

Alternatively, a line can be drawn around the trees - or a piece of yard looped around them - to show the *edge* of the woods.

Lichen, the old modeler's standby, can also be used to indicate woods. If it's laid down thickly enough to approximate real forest, it can *really* hide units . . . be careful. But it's excellent for patches of woods in otherwise clear terrain.

## GAME DEFINITIONS

If forest is represented by a cloth or paper surface, or by a line drawn around miniature trees or lichen, any unit *touching* the forest edge or surface is considered to be "in forest"



for all game purposes except movement. For movement purposes, a unit enters the woods when its nose enters the woods, and leaves (that is, quits paying double movement cost) when its nose leaves the woods. Miniature trees or lichen set on this surface have no game effect; they are just decoration.

If forest is represented by lichen scattered on the table, any unit *touching* a piece of lichen is considered to be "in forest."

If small patches of woods in otherwise-clear terrain are represented by individual miniature trees, any unit touching the *base* - or the tree trunk, if there is no base - is considered to be "in forest."

A unit traveling through a forest area does *not* have to zigzag to go around the individual model trees or pieces of lichen. They're decoration. The zigzagging is represented by the unit's reduction in speed. An Ogre or other large unit, of course, doesn't have to zigzag and doesn't lose any speed!



**Woods.** The patterned cloth represents the boundary of the woods area. The cammo-painted tank is within the woods (note that it's hard to see – cammo works!) The tread of the red tank overlaps the cloth, so it is also considered to be in the woods. The yellow tank is completely outside the woods. *Woods cloth by Geo-Hex; evergreen trees by Heki.*

## DESTROYING FOREST

Realistically, forests are all too easy to destroy. For game purposes, forest destruction is considered an optional rule because it requires extra terrain pieces to represent the rubble produced by destroyed forest. See p. 49.

## WATER

These areas represent oceans, lakes or rivers. Water affects both movement and combat. Few units can enter water. However, units under water may be attacked only by Marines (at normal strength), by howitzers and Ogre missiles (at half strength) or by cruise missiles (see p. 38).

**Ogres.** While an Ogre cannot float, it can crawl along the bottom of any body of water. For every 1" spent on movement, an Ogre may move 1/2" through water. An Ogre in

water may not attack. (In some scenarios, Ogres may have special missile weapons designed to be fired from underwater.)

**GEVs.** GEVs treat water the same as roads, and get a 2" movement bonus when the whole movement phase is spent on water. However, a GEV approaching the edge of a body of water must end its movement phase at the edge of the water, and may neither move onto nor leave the water until its next movement phase. A road which slopes directly into water is considered to be a ramp, and a GEV which enters or leaves water via a ramp may do so without stopping or incurring other penalties - and may still get the road bonus. Since a GEV moves on the surface, it may be targeted and attacked normally. A GEV which is destroyed while on the water never leaves a wreck; if anything survives the attack, it sinks.

**All Other Vehicles.** No other vehicles may enter water. (Certain units may be equipped with snorkels in some scenarios, allowing limited water movement.)

**Infantry.** For every 1" spent on movement, a standard infantry unit may move 1/2" through water. An infantry unit may not attack in water. Infantry in water may be attacked normally. Militia units may not enter water.

**Marine Infantry.** Marines treat water as clear terrain, but can end the move *under* water if they choose. See p. 16.

## MODELING WATER

## GAME DEFINITIONS

A unit is considered to be "in the water" only if it is completely in. If a unit is partly on the water and partly off, treat it as on land.

An underwater unit, such as an Ogre, may be placed on the water's surface. Since it's obviously not floating, it will be understood to be below the surface. Alternatively, an Ogre "conning tower" can be mounted on a small base to represent a submerged Ogre!

## STREAM

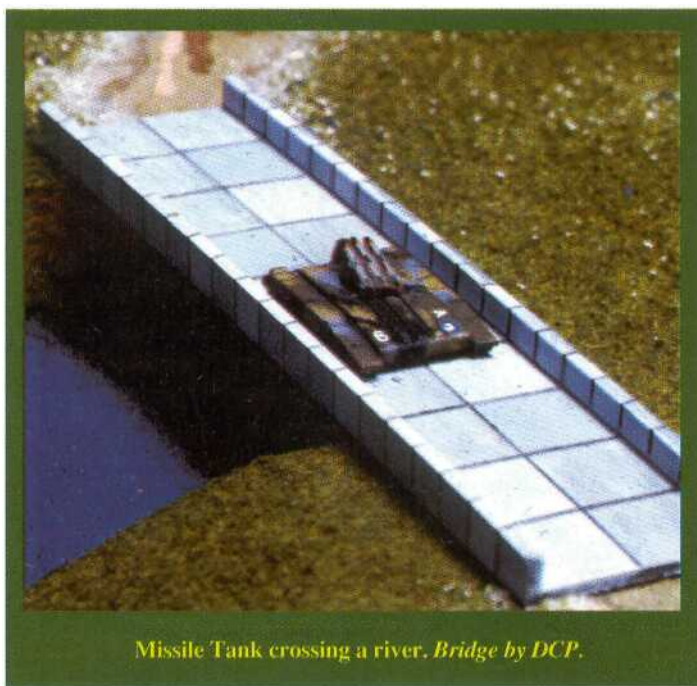
A stream is any small watercourse which - usually because it creates a gully - interferes with vehicle movement. GEVs cannot move *on* streams as they can on rivers.

**Ogres, Superheavy and Heavy Tanks, All Infantry.** Streams do not affect these units.

**Other Vehicles.** Any other vehicle approaching a stream must end its movement phase at the edge of the stream before crossing. It may then cross normally at the beginning of its next movement phase.

## MODELING STREAMS

Since a stream represents a *boundary* which temporarily stops movement, rather than an *area*, it can be represented



Missile Tank crossing a river. Bridge by DCP.

by a line - a strand of blue yarn, for instance. A larger watercourse can also be *defined* as a stream by pre-agreement.

## GAME DEFINITIONS

Whenever possible, units should not end a turn on a stream, but unambiguously on one side or the other. This is true even for units like Ogres which ignore streams. Suppose an Ogre is sitting atop a stream and the foe wishes to send GEVs into overrun combat against it. Obviously, this is possible only if the GEVs are on the same side of the stream as the Ogre ... so which side is the Ogre really on? If necessary, settle arguments like this by deciding where the center point of the Ogre is located, or by flipping a coin.

## SWAMP

Swamp represents areas of moist, treacherous ground. While many swamps are wooded, in most cases these woods are not thick enough to block line of sight (the players may, of course, agree that a given area is a *wooded* swamp). Swamps affect both movement and combat.

**Ogres, Superheavy and Heavy Tanks.** Movement is halved; for every 1" spent on movement, a unit may move 1/2" through swamp. A unit may move no more than 2" through swamp in any turn. If it is still in the swamp after moving 2", it must stop for the turn, even if it still has movement left. When a unit first enters a swamp, and at the beginning of each movement phase it starts in a swamp, a die is rolled, and on a 1 or 2 the unit immediately becomes *stuck*. It may not move for the rest of the game. It may still fire normally. A unit which is *stuck on first* entering swamp is placed at the edge of the swamp on the spot where it entered, completely within the swamp.

**GEVs and other armor** treat swamp as above, but

instead of being *stuck* on a roll of 1 or 2, they are *disabled*. A GEV in forest after combat receives no second GEV movement phase.

**Trucks and other wheeled vehicles** cannot enter swamp at all.

**Infantry.** As for forest, p. 41.

## MODELING SWAMP

As for *Forest*, p. 41. Use a different color of cloth and/or foliage to show the difference between swamp and forest. Remember that swamps would logically be near streams, rivers or lakes, and not atop hills.

## GAME DEFINITIONS

As for *Forest*, p. 41.

## RUBBLE

Rubble is any unnaturally rough terrain, such as rock outcroppings, destroyed structures, craters, and similar terrain features. Rubble also includes the smaller battlefield craters.

**Ogres and Superheavy Tanks** are not affected by rubble.

**All other units** treat rubble exactly the same as swamp (see above) for movement purposes. Infantry in rubble double their defense strength. A militia unit in swamp, whatever its size, has a defense of 2.

## MODELING RUBBLE

Areas of rubble can be indicated by black, brown or gray cloth, or by miniature craters (see p. 45). Black aquarium gravel or model-railroad cinders can be used to give an appropriately burned effect.

The rubble created by destroying a structure (see p. 37) can best be shown by creating a destroyed duplicate of that structure. These may be set on bases extending not more than a half-inch out from the building, colored appropriately and dressed up with cinders or other miniature debris.

## GAME DEFINITIONS

If rubble is represented by a cloth or paper surface, or by a line drawn around a destroyed building area, any unit *touching* the rubble edge or surface is considered to be "in rubble" for all game purposes. Destroyed miniature buildings set on this surface have no game effect; they are just decoration.

Small patches of rubble may be created by destruction of individual structures, represented by destroyed miniature buildings. Any unit touching the base (if it exists) or the miniature itself is considered to be "in rubble."

A unit traveling through a rubble area does *not* have to zigzag to go around the individual burned-out buildings, etc. They're decoration. The zigzagging is represented by the unit's reduction in speed. An Ogre or Superheavy, of course, doesn't have to zigzag and doesn't lose any speed!



## TERRAIN EFFECTS BY MEASUREMENT

Some players prefer to use miniature scenery composed entirely of individual buildings, trees, etc., with nothing on the table to indicate outlines of forests and towns. On such a layout, a unit is "in forest" or "in town" if its center point is within a specified distance of a tree, tree-trunk or building. It is up to the players to determine what that distance is: with 2", the terrain can be sparse enough that it's easy to move the miniatures between the trees or buildings.

The disadvantage of this system is that it requires constant measurement of close situations. "Am I in town here?" It can be irritating to lose a squad of infantry to enemy fire because the troops hadn't noticed they were outside the village rather than inside...

## CLIFFS

Cliffs and cliff sides are near-vertical changes of elevation, including the sides of steep ravines, canyons, and certain built structure such as dams. Cliffs are intended to represent extreme changes in height, and cliffs less than 1/2" tall may be ignored. Cliffs stop movement for most units.

Cliff height is expressed in *levels*. A Geo-Hex level is 11/16", which represents about 18 feet. Those not using Geo-Hex pieces may pick any convenient height to use as a "level" - either 3/4" or 1" is good.

**Infantry.** Battlesuited infantry units may go down over cliffs of any height at no extra cost to movement; they float down on their jets. An infantry unit which begins its turn at the base of a cliff may climb the cliff on jets. *Every full 3 levels costs 1" of movement* - thus, a cliff of less than 3 levels is no obstacle at all.

**Militia** may go down cliffs of 3 levels or less at a movement cost of 1" per level. They may not descend higher cliffs without special equipment, which might be provided in some scenarios. Militia units may not ascend cliffs of any height.

**Ogres of Mark III (Size 7) and above.** These units may go down a 1-level cliff at no cost to movement, or up a 1-level cliff at a cost of 1" of movement. They may not climb cliffs of more than 1 level. These large units may go down cliffs of 2 or more levels simply by driving off the edge, but this always does damage; see the *Falling Ogre Table* on the right.

**Smaller Ogres and Superheavies.** These units may go down a 1-level cliff at a cost of 1" of movement, or up a 1-level cliff at a cost of 2" of movement. (To climb a cliff even that tall, they'd have to shoot at it a few times to make a ramp.) They may not climb cliffs of more than 1 level. They may drive off cliffs as per the *Falling Ogre Table*, but are less likely to survive.

**Other units** may not cross cliffs in either direction.

## MODELING CLIFFS

Cliffs can be represented by something as simple as a few books underneath a green tablecloth. Geo-Hex pieces make very good cliffs straight out of the box, though a little extra paint on the edges adds realism. It is reasonable to have rubble at the base of cliffs, especially high cliffs.

## GAME DEFINITIONS

If cliffs were in scale with the rest of the terrain, then a one-level Geo-Hex cliff (11/16" tall) would represent a sheer face 1,800 feet high. Therefore, we assume that the vertical terrain has the same 100-to-1 distortion that the miniatures do. This makes one Geo-Hex level equal about 18 feet.

Units should never end their movement hanging in the air over the edge of a cliff. Other than that, little ambiguity is possible with cliffs.

## CRATERS

Craters are huge scars on the battlefield, representing the effects of cruise missiles and similar large nukes. Deep, unstable and radioactive, they are completely impassable. While no unit may enter a crater, a unit can get hull-down behind the lip of a crater for cover (see p. 35). Of course, players may define a terrain feature as an "old crater" which is safe to enter. Or a crater could be full of water.

The explosion of a Cruise Missile (p. 37) automatically creates a 2" crater. Combat Engineers can make small craters (see p. 28) but these are treated as areas of rubble.

## FALLING OGRE TABLE

Use this table when a Size 5+ vehicle (Ogre Mark I, Superheavy or larger) falls from a collapsing bridge, drives off a cliff, etc. One level is 18 scale feet.

No vehicle can survive a fall of more than 3 levels.

Use the first series of results for a manned vehicle, which is attacked as a single unit, and the second line for a cybertank, which is attacked one component at a time.

|                  | 1 level | 2 levels | 3 levels  |
|------------------|---------|----------|-----------|
| Size 5 (manned)+ | 2-1     | 3-1      | Destroyed |
| Size 5 (cyber)   | 6d, 2-1 | 12d, 3-1 | Destroyed |
| Size 6           | 5d, 1-1 | 11d, 2-1 | 14d, 3-1  |
| Size 7, 8        | 4d, 1-1 | 9d, 2-1  | 15d, 3-1  |
| Size 9           | 3d, 1-2 | 7d, 1-1  | 12d, 2-1  |

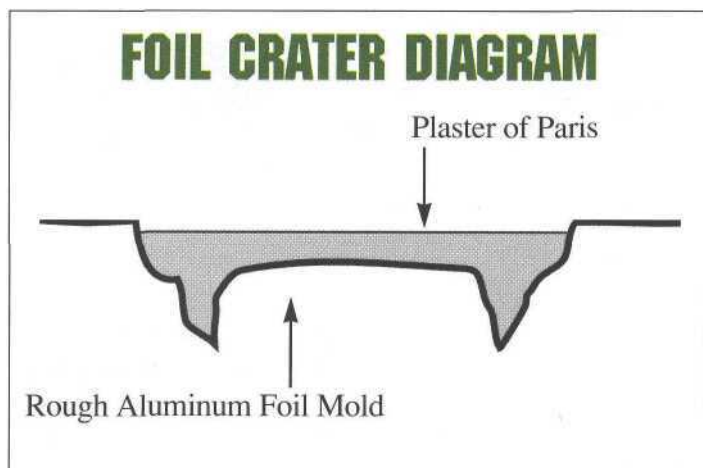
A "d" number indicates the number of dice damage taken by the treads of an Ogre. For instance, a Size 6 unit falling two levels takes 11 dice damage to treads - roll 11 dice and lose that many tread units.

An odds ratio indicates the attack that is rolled against each component of an Ogre. For a manned unit, the odds ratio indicates the single attack that is rolled against the unit to see if it survives the fall. For instance, that same Size 6 unit would suffer a 2-to-1 attack on each of its weapons.

## MODELING CRATERS

Several companies produce vacuum-formed or resin-cast plastic craters, and DCP makes official 2" wide ones.

With a little patience, you can make them yourself. You will need aluminum foil and some quickset Plaster of Paris. Use the aluminum foil to form a mold for the crater. Crinkle the foil up before beginning to shape the mold - this will simulate rubble-filled, broken ground. The bottom of the mold will make the top of the crater.



Once the foil mold is completed, place it on the worktable. Pour the plaster into the mold. Be sure to level the plaster, or the crater will be wobbly. After allowing the plaster to dry, strip away the foil and paint the crater.

## GAME DEFINITIONS

The edge of a crater should be unambiguously modeled. No unit may cross this edge. If gravel is used as rubble to decorate the crater edge, count the gravel as the edge.

## TOWNS

A town is a collection of buildings. In game terms, none of the individual buildings are important, but the overall town *area* may be a target. Destroyed town areas become rubble.

A town is assumed to include a road net, so all units can enter it. However, these roads often don't lead directly where a unit wants to go, so movement can be slowed. Of course, a major road, or even a secondary road, can lead through a town.

**All vehicles.** Movement is halved; for every 1" spent on movement, a unit may move 1/2" through town. Defense strength is doubled.

**Infantry.** Town has no effect on infantry movement. The defense strength of any battlesuited infantry unit within a town is tripled. A militia unit in town gains a defense strength of 3, whatever its size.

## MODELING TOWNS

A town can be represented by an area of paper or cloth,

colored or patterned in black and gray. Optionally, individual miniature buildings can be placed on the town template as decoration. These do not represent individual buildings.

It is possible to use the same paper/cloth material for towns as for rubble, and turn "town" to "rubble" simply by removing building miniatures and replacing them with destroyed buildings.

## GAME DEFINITIONS

If town is represented by a cloth or paper surface, or by a line drawn around miniature trees or lichen, any unit *touching* the town edge or surface is considered to be "in town" for all game purposes. Miniature buildings set on this surface have no game effect; they are just decoration.

A unit traveling through a town area does *not* have to zigzag to go around the individual buildings. They're decoration. The zigzagging is represented by the unit's reduction in speed.

## DESTROYING TOWNS

Realistically, towns are easy to destroy, and in some situations, destruction of towns is a deliberate objective. A scenario may give specific rules under which an attacking force could achieve its objective of destroying a given town . . . e.g., by firing attacks totaling 25 strength points into the town area.

In general, destruction of towns is considered an optional rule because it requires extra terrain pieces to represent the rubble of destroyed towns. See p. 49.

## MOVEMENT MODES AND TERRAIN EFFECTS

This section summarizes the effects of terrain on vehicles and infantry, using eight different "movement modes" to represent the different methods of travel available to units in **Ogre**.

Remember that certain types of terrain, such as craters, are impassable to *all* units.

## NEW TERRAIN TYPES

Players (or referees) may come up with new and specialized terrain types. To make new terrain playable and interesting, ask the following questions:

What is its effect on movement? Is it dangerous to any unit type?

Does it give a bonus to defense? (A large bonus would be a defense multiplier; a small bonus would just add +1 or +2. Remember that infantry benefits from almost anything that can hide it.)

Does it affect line of sight in any way?

Can it be created, destroyed, or turned to rubble during play?

How can it be unambiguously represented on the table?

When is a unit "in" (or "protected by") this feature?



## GEV

GEVs move at normal speed in clear terrain and get the standard 2" bonus for road movement in each phase; thus, a GEV which spends its whole turn on the road will get 4" of extra movement. Furthermore, a GEV treats water (rivers, lakes, etc.) as road. In town, movement is halved but defense strength is doubled.

In swamp, rubble or forest, movement is halved, and a GEV which enters such terrain must roll a die; it is immediately disabled on a roll of 1 or 2. Otherwise, it can move 2" (if it had at least 4" of its move left) and must then stop for the turn, even if it had movement left. A GEV in this terrain after combat receives no second GEV movement phase.

A GEV must end its movement for the phase when it encounters a stream.

GEVs may not cross cliffs in either direction.

## TNK

Tanks (which includes small and medium-sized tracked vehicles of all kinds) move at normal speed in clear terrain and get the standard 2" bonus for road movement. They cannot enter water, or cross cliffs in either direction. In town, their movement is halved and their defense strength is doubled. In forest, movement is halved. In swamp or rubble, movement is halved, and each unit must roll a die on entering the terrain and at the beginning of each turn it is there; it is immediately disabled on a roll of 1 or 2. A unit must end its movement for the phase when it encounters a stream.

## HVY

This classification includes Heavy Tanks and other large (but not Ogre-sized) tracked units: size 3 and 4. These units move at normal speed in clear terrain and get the standard 2" bonus for road movement. They cannot enter water, or cross cliffs in either direction. In town, their movement is halved and their defense strength is doubled. Forests and streams do not affect them. In swamps or rubble, movement is halved, and each unit must roll a die on entering and again at the beginning of each turn it is in there; it is immediately (and permanently) *stuck* on a roll of 1 or 2.

## OGR

This classification includes tracked vehicles of size 5 and up: Superheavy Tanks and cybertanks. These units move at normal speed in clear terrain and get the standard 2" bonus for road movement. They move at half speed in water, but cannot attack under water. However, the only units that can attack them underwater are HWZ, MHWZ, and Ogre missiles, and those attacks are at half strength.

In town, their movement is halved and their defense strength is doubled. Forests, rubble and streams do not affect them. In swamps, movement is halved, and each unit must roll a die on entering the swamp and at the beginning of each turn it is in the swamp; it is immediately (and permanently) *stuck* on a roll of 1 or 2.

These are the only units which can drive off a cliff and expect to survive; see p. 44. The exact effects depend on both the cliff and the Ogre.

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As patrolling GEVs kick up plumes of spray, five Ogres line up for review outside a factory building.  
Building model by Mike Naylor and David Graham.

## WHL

Wheeled vehicles are designed for road travel. They do not get a road bonus - only on the road do they get their full move. In towns they move at half speed, and their defense strength is doubled. In clear terrain they can move 2" per turn, or 4" per turn if they roll every turn for breakdown. Roll at the beginning of the turn; on a roll of 1 or 2, the vehicle is stuck and may not move for the rest of the game. On a roll of 3, it is disabled for that turn.

## INF

Battlesuited infantry move at normal speed in clear terrain, forest, towns and swamp. They get the standard 2" bonus for road movement. They move at half speed in swamp, forest or towns. They are unaffected by streams. They move at half speed in water, but cannot attack.

Infantry in rubble, swamp or forest have their defense strength doubled. In towns, their defense strength is tripled.

Infantry may go down cliffs of any height at no extra movement cost. Climbing a cliff of less than 3 levels costs nothing; cliffs of more than 3 levels cost 1" of movement for each full 3 levels.

## MAR

Marines are affected by terrain exactly as are regular infantry, with one exception. Marines can move and fight normally in and under water. They treat water as clear terrain for all purposes, and can even attack an underwater Ogre.

## MIL

Militia move at normal speed in clear terrain; they get no bonus for road movement. They move at half speed in rubble, swamp, forest or towns. They are unaffected by streams, but cannot enter water.

Militia may not ascend cliffs. They may go down cliffs of up to 3 levels at a cost of 1" per level.



# 8 OPTIONAL RULES

These rules may be used to add interest and complexity when the basic game has been mastered. Use them singly or in any combination.

## INSTANT RANGING

Electronic warfare significantly increased the complexity of 21st-century combat. Some things, though, became simpler. It can be argued that improvements in electronics would make uncertainty about range a thing of the past.

If you believe this - or if you just don't like estimating ranges - feel free to allow measurement of any range *before* firing. Range estimation is traditional with miniature games, and adds to the fun for many players. But if you don't enjoy it, forget about it. Technologically, it can be justified either way.

## MINEFIELDS

The defender has laid small nuclear mines to channel the attacker's movement. These may be specified in the scenario, or - by pre-agreement - purchased at 1 point per square inch of minefield.

Minefields may be arranged in any shape the referee will allow. Before play, the defender should draw a schematic map of the battlefield with the location of his minefields.

### PLANTING MINES BY CRUISE MISSILE

Cruise missiles can carry minefield warheads. Upon a successful detonation, a circular minefield is created, 4" in diameter. The missile has no other effect. The player firing the Cruise Missile must note whether the missile has a conventional or minefield warhead when he first fires the missile. There is no extra cost for the minefield warhead.

Enemy units initially caught beneath the new mine field are unaffected. However, if they then move through the minefield on subsequent turns, they are attacked as normal. Obviously, the opposing player will know that the minefield exists, and where it is, when the Cruise Missile explodes without making a crater.

### ENCOUNTERING MINES

The attacker is told when he enters a minefield, but is not told its size and shape unless he has a unit which can check it (see below). A unit which enters a minefield and survives the initial explosion has the option of reversing its course immediately, moving at least 1/2" back and then going in a different direction. If it enters the minefield again, it is *not*

attacked again until the beginning of the next turn (so the owning player won't know he's back in the minefield until then). No unit may ever undergo more than one mine attack each turn.

Whenever an Ogre enters a minefield, and for each turn it continues moving through the field, roll one die. On a 5 or 6, the Ogre loses two dice worth of tread units.

When any armor unit enters a minefield, and at the beginning of each turn it continues moving through the field, roll one die. On a 5 or 6, the unit undergoes a 1-1 attack.

Infantry are less likely to be affected, because the infantrymen are smaller and can move in bounces. Roll *two* dice for each squad. On an 11 or 12, the squad is automatically lost; otherwise it is unaffected.

Militia may ignore mines; they're not massive enough to set them off at all.

### DETECTING MINEFIELDS

Combat engineers may detect and clear minefields. If a Combat Engineer squad stands still for a turn and does nothing else, the controlling player may announce that he is looking for minefields. The enemy player must tell him the location of all minefield *borders* within 2" of each squad attempting detection. These may then be marked on the board with string (fluorescent string gives a nice cybertech feel). Any borders outside the 2" detection range are not detected; thus, a single detect will rarely give the full extent of a minefield!

Hovertrucks may be outfitted as mine-detection units. Such a unit costs 2 points and may not carry infantry; it's full of hardware and specialists. It detects minefields as though it were a CE squad, and moves and defends like a regular hovertruck.

Finally, some Ogres can detect minefields. The Ogre Ninja, and any cybertank of Size 8 and above, carries detection equipment, and can detect minefields as though it were a CE squad. An Ogre Ninja also has a 50% chance of detecting a minefield just before it enters. The defender rolls the die, and on a roll of 4-6 must tell the Ninja player "You're about to enter a mined area." He need not reveal the border unless the Ninja spends a turn to detect.

### CLEARING MINEFIELDS

Combat Engineers are the only units that can clear minefields. Each squad can clear a 1" X 1" area of mines each turn. To do so, the unit must remain stationary, adjacent to the minefield, for its entire turn.

# CAMOUFLAGE

The defender has an entrenched and well-camouflaged position . . . not just by visual camouflage, but using ECM as well. The attacker can detect the presence of enemy units, but not their type.

The defending units are not represented on the battlefield with miniatures. Instead, the defending units are marked by small numbered markers. These can be made from scrap paper. The defender keeps track of which marker represents each unit on a separate piece of paper. As soon as any defending unit moves, fires, or is attacked, the marker is immediately replaced with the appropriate miniature.

The defender may also place as many dummy markers as he has real units; these may not move, and are removed when attacked or when an enemy comes within 2". Extra dummies may be purchased at 1/4 point each, until the defender has twice as many dummies as real units.

# COMMAND CONTROL

The sophisticated fire-control capabilities of Command Posts allow for more accurate targeting of enemy units. Friendly units within 10" of their own Command Post receive a +1 to the die roll when resolving an attack. When the Command Post is disabled or destroyed, not only is this bonus lost, but units may no longer combine their fire - each unit fires individually. Of course, weapons on the same multi-gunned unit may always combine their fire.

In a game where each side has more than one CP, the ability to combine fire is not lost until all CPs are destroyed.

# DESTRUCTION OF TOWN AND FOREST

Town and forest areas may be destroyed by either side's fire, becoming rubble. For simplicity, this destruction is not accomplished piecemeal. It requires a simultaneous attack of a strength of at least 12. This may be directed either against a unit in or near the area, or against the town/forest itself. Overrun attacks don't create rubble; other fire does.

When 12 points of fire are directed into a town or forest area or within 1" of its edge, a circular area of rubble, 2" in diameter, is immediately created. Center it on the point that was attacked. However, the rubble will not extend outside the original area of the town or forest.

2" rubble markers are provided on the reverse of the crater markers. An even better marker is a 2" circle of cloth; any gray/brown/white/black mottling will do to signify rubble. The edge of the cloth can be turned under if necessary to keep the new rubble from extending outside the original town/forest area. If destroyed building models are available,

one or two can be placed in the newly-created rubble area.

A Cruise Missile strike also turns town and forest to rubble. Place a 2" crater where the missile fell. Any town or forest outside the crater, but still within 7", becomes rubble.

# VARIABLE DISABLED VEHICLE RESULTS

When a vehicle becomes disabled, roll a die to determine the exact nature of the damage. In a large game, it will be necessary to name or number units and record time and nature of damage.

For a "fog of war" effect, only the owning player (or the owner and the referee) know the result. For more simplicity, though, announce the result as soon as it is rolled.

1-3 - Vehicle is disabled as normal.

4 - Vehicle may not move until it recovers, but can fire normally.

5 — Vehicle may not fire until it recovers, but can move normally.

6 - Vehicle will remain disabled for one extra turn.

# SENSOR NETS

The defender may have a *sensor net* which gives him detailed information about all intruding units. The sensor net may be specified in the setup, or it may be purchased, by preagreement of the players, with build points. The cost of a sensor net is defined, for game balance, as 10% of the player's original point allowance.

There are three elements in a sensor net:

*Detection icons* - small sensor units spread over the battlefield. These are not represented individually in the game.

A *satellite* in near orbit. Such satellites are costly to launch and don't last long before they are shot down. The satellite picks up and coordinates transmissions from the icons, and makes its own observations.

A *radar dish* to pick up the satellite transmissions. This must be represented on the board. The radar dish is described on p. 25. If it is knocked out, the defender loses the benefit of the sensor net. Therefore, he may choose to buy extra radar dishes for 5 points each, or to add point defense to one or more of his radar dishes. He should also locate his units to protect them!

# EFFECT OF THE SENSOR NET

The sensor net lets the defending player locate attacking units even if they are out of LOS of the defenders who are firing at them. Therefore, as long as the sensor net is working, the effects of blocked line of sight (p. 35) are ignored. However, the hard cover provided by hulks and structures is still effective.



1995

Final ratification of the full North American Transcontinental Free Trade act, the first real step toward a continent-wide government.

2005

Claiming economic and security concerns, the European Community annexes the Sudetenland, Hungary and Yugoslavia, creating a protectorate. Russian protests are ineffectual.

2006

Russian-Ukraine L-4 colony.

2008

U.S. L-5 colony.

2009

European Community annexes Balkan nations.

2010

First commercial fusion plant online, Vancouver.

2012

U.S. oil nearly gone.

2015

Formation of Paneuropean Federation from European Community, Russia, the Balkans, and other western Soviet republics. United Kingdom does not participate, re-establishing its old currency.

2019

Massive oil discovery in Venezuela. Within a period of two weeks, Brazil moves in and grabs the oilfields, then the capital, then the rest of the country. American neutrality proves to have been bought with the promise of oil.

2020

12-Minute War. Tel Aviv, Cairo and Damascus are all blasted by concealed nuclear weapons. Interim governments patch up a truce immediately.

2022

Argentina declares war on Brazil; other South American nations join with varied degrees of enthusiasm.

2023

United States, Canada, Mexico federate as North American Combine.

Anti-ICBM laser technology developed.

2035

Rise of conservative influence in Japan; establishment of Nihon Empire.

Brazilian War fizzles out with little effect.

2037

Quebec economy worsens. Protesting "cultural imperialism," Quebec seeks Paneuropean aid to preserve use of the French language in its schools. High-level diplomacy accomplishes nothing; English remains the official Combine language.

2040-2043

Asian provinces of Paneurope wracked by riots, racial strife, strikes. Chinese interference is suspected.

2046

Sino-European War begins. Initial thrusts and counters quickly bog down into a slow land war.

2049

Nihon brokers end to Sino-European War. Treaty of Osaka cedes Asian provinces to China in return for substantial payments in oil and strategic metals. Both sides claim victory.



2051

Under increasing pressure to join Paneurope, United Kingdom moves closer to Combine.

2051

Treaty of Liverpool formally allies United Kingdom and Combine for "mutual defense."

2060

Ogre Mark I enters production.

Combine military forces are based throughout U.K., outnumbering native forces by 5 to 1. In return, Combine agrees to share military technology freely with U.K.

Nihon Empire invades Philippines and New Guinea.

2065

Quebec separatist riots and strikes lead to full-scale revolution. Ogres see combat for the

first time in the Battle of Montreal.

2066

Ogre Mark II enters production. Seattle-Vancouver facility is constructed to produce larger Ogre types. Annexation of Central America into the North American Combine. Cuba joins as a "protectorate."

2068

Combine builds Ogre facilities in Oshawa, Tuloca, and Sheffield, England. British Green Party protests "collusion" with Combine military.

Ogre Mark III enters testing.

Nihon consolidates all formerly-independent Southeast Asian territories, using military "cyberships" - seagoing Ogres.

2070

Paneuropean Federation protests Sheffield facility, and blockades England. Combine refusal to dismantle plant raises international tension. A Combine frigate and a Paneuropean submarine destroy each other in the North Atlantic, triggering World War III.

Combine forces land in France but fail to establish a permanent beachhead. Ogre Mark I and IIs head into Siberia via Alaskan fortifications. First stories of Vanderdecken's Brigade.

2071

Ogre MK III goes into production in Seattle. Data and templates immediately shipped to Sheffield.

Sino-Nihon war begins with Nihon raids in Korea, followed by landings in force in Korea and Manchuria.

2074

Ogre Mark IV and V start development; problems in drive train and missile rack system delay Mark IV production.

First Paneuropean assault on England is unsuccessful.

Combine establishes beachheads in Africa, consolidating some 10% of the continent.

Sino-Nihon war heats up. Nihon cybertanks seen for first time, in Battle of Hong Kong.

2076

Ogre Mark V produced in new Houston Ogre facility. Detroit facility starts construction. First tests of converted supertankers used for Ogre transport. Paneuropean submarines sink five Mark IIIs just beyond Lisbon; three make it to shore anyway.

Last Atlantic satellite surveillance destroyed. Sky clearing becomes a continual operation for both Combine and Paneuropeans. Second Paneuropean assault on England is a disastrous failure.

## 2077

Massive Combine force establishes beach-head at The Hague. After six months, invaders are contained within Bremen-Cologne-Brussels arc, with huge losses by both sides.

## 2078

Battle of Gibraltar; Combine Ogres smash Paneuropean Second Army and push into Spain, followed by conventional forces. Spanish provinces capitulate; Paneuropean forces stop invaders at foothills of Pyrenees. Northern Combine invasion force then breaks out. Strasbourg falls; Paris and Frankfurt threatened.

Paneurope introduces Superheavy Tank, later copied by Combine.

Chinese invasion of Philippines.

## 2079

Paneuropean political operatives and special-ops forces succeed where direct invasion had failed; the United Kingdom falls. Sheffield Ogre plant captured largely intact. New British government immediately integrated into Paneuropean Council structure. Loyalist British forces retreat to Combine and Australia.

Paneurope signs secret treaties and establishes covert bases and factory centers in Brazil and Argentina.

## 2080

Combine positions in Europe begin to erode, with cutting of U.K. supply lines.

Ogre Ninja introduced.

Chinese retreat from Philippines.

## 2081

Paneuropean "Huscarl", a modified Mark V, enters full-scale production at Gdansk in late November.

## 2082-2084

Ogre-vs.-Ogre combat becomes common. The "Ceasefire Years" - constant battle across Europe, interrupted by 88 different ceasefires, as the Combine is gradually driven off the continent.

Paneuropean Fencer enters full-scale production at Gotha in 2084.

## 2085

Combine forces evacuate Europe.

New Combine offensive in South America. Panama Canal blocked. Brazil collapses, Amazon Combat Zone becomes a no man's land; Nova Brasilia formed.

Chinese field "Dragon" cybertanks against Nihon forces in defense of Beijing. Though plentiful, the Dragons appear individually less effective than Nihon "Steel Warrior" units.

## 2086

Paneuropean cybertanks, including Fencers, appear in South America; Paneuropean/Brasilian forces push north. Paneuropean siege of Mexico City broken by the first field appearance of Combine Mark IVs.

Collapse of all authority in Central Africa;

creation of Sahara Combat Zone.

Chinese "Dragon" cybertank captured by Nihon forces and displayed in Tokyo; it proves to have been a manned unit with no significant AI capacity.

## 2087

The Descartes Revolution: the development of genuinely self-aware Ogres and factory complexes. The first "rogue" cybertank appears.

## 2088

Ogre Mark VI enters limited production. Volgograd and Ruhr Valley production facilities completed.

Central Chinese government collapses. Nihon Empire forces occupy all provincial capitals.

## 2089

Paneuropean Doppelsoldner fielded; Huscarl taken out of production.

## 2090

Antiwar riots in major cities of both Europe and North America.

Wide spread of new integrated production technologies.

## 2091

The Manila Accords; armistice between Paneuropean and Combine forces. Economic backlash kindles further riots, especially in Europe.



## 2092

The Combine renews hostilities in August, sending a multi-pronged attack against both military and industrial targets across Europe. The surprise is only tactical - Combine intentions had been obvious - but the Paneuropean response is ineffective and disorganized. On Christmas Day, Paneurope sues for peace. The Second Armistice is signed on Dec. 31.

## 2093

Beginning of Paneuropean Civil War. Combine withdraws recognition of Paneuropean government but offers to honor Second Armistice "by separate negotiation with legitimate national governments."

## 2094-2095

Paneurope continues to fragment. Combine military remains preoccupied by unrest at home and secret preparations for South American

invasion.

Nihon consolidates control of Chinese production facilities.

## 2096-2097

Combine signs treaties with various Paneuropean successor states, creating puppet governments. National armies are established; some have Combine units as cadre. A few die-hard areas (notably Latvia, Greece) fall under direct Combine military rule. Combine outlaws production of major military material, encourages rivalries between new states.

## 2098

Combine invades Nova Brasilia, meeting unexpectedly heavy resistance from both Brazilian and other South American forces. Combine and Nihon break off diplomatic relations.

## 2099

Overextended Combine withdraws entirely from South America, abandoning Amazon Combat Zone.

France, Ukraine rebel against puppet governments.

## 2100

"Crash of 2100." More rebellions in Europe. Quebec and Northern California rebel in North America. All Combine troops called home. Some units stationed in Europe refuse, either making common cause with local governments or remaining as independent military overlords.

## 2101

Combine collapses into dozens of local governments. Revolutions spread in Europe. Nihon "peacekeeping" forces dispatched to Hawaii, California, Seattle, Santiago and other Combine West Coast sites.

## 2102

Desperate resistance from local governments and free companies, many supported by self-aware Ogres, slows progress of Nihon "peacekeepers" in North America. Southern forces make more headway, especially in Chile, Panama City.

## 2103

Heavenly Emperor of Nihon dies unexpectedly. Military council accuses his heir of complicity. Several mainland Asian provinces rebel. Nihon expeditionary forces in Western Hemisphere denied further reinforcements; some attempt to return home but are savaged while retreating, while others dig in.

## 2105

Balkanization continues, as nation-states continue to fragment. Wars, betrayals and destruction become routine worldwide. Technological development essentially ceases. World politics and economics are covertly dominated by self-aware AI factory complexes, as the "Factory States" era dawns.



World War III, sometimes called the Last War, was one of the longest conflicts in history. The forces which fought it ranged from the huge Combine military machine to tiny groups of scavengers in Africa and South America. This section gives a general overview of unit organization, from squad and platoon up to brigade - the largest unit likely to be brought into play. Divisions, armies, task forces and so on were administrative or strategic groupings, and far larger than anyone is likely to paint for the tabletop!

## INFANTRY

### SQUAD

Battlesuited infantrymen are organized into squads: four to six troopers, commanded by a sergeant. Usual squad size is a total of six soldiers. In game terms, a squad of infantry is worth 2 points, or more for specialist troops.

### PLATOON

Infantry platoons are normally composed of three squads. The leader would be a lieutenant, assisted by a platoon sergeant.

Mechanized infantry units include one GEV-PC per platoon; regular infantry use hovertrucks to get near the battle, and their own jets to enter the combat. The precise composition of each squad and platoon varies between forces; there are several "specialist" types of battlesuit, such as Command and Scout, that are tactically important but strategically identical.

A platoon of regular infantry is worth 6 points, plus 3 if it has a GEV-PC.



### COMPANY

The next-largest standard infantry formation is the company. A Combine company, and most Paneuropean and Nihon ones, has four platoons. A company is commanded by a captain. Infantry companies might be attached to large armor units as support, or might make up parts of infantry battalions, but would rarely operate independently.

A standard 4-platoon company of regular infantry is worth 24 points.

A 4-platoon company of mechanized infantry is worth 36 points.

A 4-platoon company of mechanized engineers (almost all engineer units used GEV-PCs for mobility) would be accompanied by 4 hovertrucks and is worth 64 points.

### BATTALION

A battalion is the smallest infantry formation that would normally operate independently. This is also the *largest* formation usually composed of specialist troops (engineers, etc.) - there are no "engineer regiments" or "engineer divisions." Most battalions include three companies.

A Combine battalion is commanded by a major; he is usually a battlesuit trooper, but is expected to lead from somewhere other than the very front line. A normal battalion would have a hovertruck for the use of the major and his small staff (adjutant, com-tech, etc.), and another for the squad of mechanics who kept the battlesuits working.

A standard infantry battalion (3 companies) is worth 74 points, including its two hovertrucks.

A battalion of mechanized infantry, with its 12 GEV-PCs, is worth 110 points. However, MI formations of this size often have a few attached GEVs or LGEVs as scouts and cover.

### REGIMENT

An infantry regiment normally includes four battalions, but it is not unusual to find three or five. A Combine regiment is commanded by a colonel. This is the largest formation composed more-or-less exclusively of infantry.

A standard regiment is worth exactly 300 points: four standard battalions, plus four hovertrucks for the headquarters transport section. Many regiments would have a few armor units as part of the "headquarters company."

A standard mechanized infantry regiment is worth 450

points: four mechanized battalions, four hovertrucks for the HQ transport section, and two LGEVs as scouts and couriers for the headquarters company. GEVs or LGEVs attached to the battalions or the HQ company would add to this total.

# ARMOR

## PLATOON, TROOP OR LANCE

The smallest operational armor group is the platoon (Combine) or troop or lance (Paneurope). This is a group of three (sometimes four) units of the same type. Thus, a standard Heavy Tank Platoon contained three tanks. It is unusual for a fighting vehicle to be commanded by anyone below the rank of lieutenant, and a troop commander would be a captain (Combine) or commander (Paneurope).



## SQUADRON

Some armor companies are organized by squadrons rather than platoons; the squadron is a reinforced platoon. Squadrons normally contain five vehicles, not necessarily of the same type but capable of mutual support. For instance, three LGEVs and two GEVs might make a squadron, or one Superheavy and four Heavies — but units of widely differing speeds wouldn't be teamed. Rank of leaders would be as for a platoon.

## BATTERY

The standard artillery grouping is a "battery" of either two or three howitzers or mobile howitzers. Each unit would usually be served by a hovertruck — or, in an area with a good road net, a truck.

## SECTION

Reconnaissance and transport vehicles are organized into

sections, which could be anything from three to six vehicles of the same or similar types.

## COMPANY

Armor companies vary more in size than in overall strength. The more powerful the individual units, the fewer platoons are found in a company. A standard Paneuropean Superheavy company, for instance, includes only three troops of 3 vehicles each. A Combine company of LGEVs, on the other hand, included eight 3-vehicle platoons!

Many companies, especially in Paneuropean and Chinese forces, included several types of AFV, divided either into same-type platoons or similar-type squadrons. Towards the end of the Last War, "company" meant little more than "around a dozen tanks under one leader."

Any armor company would include at least one support section - mechanics, communication techs, supply sergeant, and so on - usually in hovertrucks.

The company commander would usually be a major.

## BATTALION

An armor battalion is almost always a combined-arms force, including at least one GEV company and at least one company of heavy armor - unless, of course, the component companies are themselves of mixed unit types. It is not unusual for a battalion to include one infantry company, as well. There will almost always be artillery.

The number of companies varies: usually four or five, sometimes three or six.

An armored battalion is usually commanded by a light colonel. It will have a significant support staff - usually two transport sections, in addition to the transport assigned the individual companies.

## REGIMENT

An armored regiment normally includes four battalions plus a separate headquarters company. A unit of this size will have a sizable support section: medics, comm techs, mechanics, political and morale officers, intelligence units, and so on. Often there will be at least one attached platoon of combat engineers, if not a full company. A regiment should be capable of completely independent operation in the field.

A Combine regiment is commanded by a full colonel. It would be very unusual for an "armored" regiment to be made up entirely of armor; at least one battalion would be mechanized (GEV-mounted) infantry.

## BRIGADE

A brigade is a unit equivalent to a reinforced regiment. The Combine used the "brigade" designation only for units created for specific operations, usually incorporating portions of several regiments. Paneurope and China both had permanent units designated as "brigades," while Nihon used



nothing at all comparable.

The term "brigade" was also used by the Combine, Paneurope and Paneuropean allies to designate some units composed entirely of Ogres.

## OGRES

Ogres and other cybertanks are usually fielded as individual units or small strike forces. Only rarely do China and the Combine incorporate them into conventional units; many troops don't react well to their proximity. Paneuropean units often had attached cybertanks, but kept them out of the way of the troops unless battle was imminent. Nihon forces were more accepting of friendly cybertanks, due both to the men's *bushido* code and the efforts of the Nihon programmers to duplicate that mindset in their own war machines.

Often, especially with Mark IV and larger cybertanks, a single Ogre is considered a tactical unit on its own.

In order to regularize their position within the command structure, cybertanks are assigned the equivalent of ranks. After all, it wouldn't do to have some sergeant trying to tell an Ogre what to do. But neither would it be acceptable to have an Ogre ignore orders from a general. In general, the Mark I and II Ogres ranked as captains. Mark III are treated as majors. Marks IV and V are equivalent to colonels, and the larger ones outranked some generals. The "rank" of the specialist units like the Ninjas depended entirely on the situation.

## SAMPLE UNITS

### COMBINE REINFORCED INFANTRY BATTALION

A standard battalion consists of three companies. This unit has been reinforced by an engineer company, two large transport sections and a headquarters squadron of GEVs, as well as two HWZ batteries. A battalion like this would be used in a defensive role, dug in as a screen against raids, with its artillery emplaced behind the line to discourage GEV probes. The large complement of hovertrucks lets the commander reinforce a weak area quickly. The engineers don't really need the GEV-PCs in their current role, but Combine doctrine dictates that engineers have them, so there they are. Neither the engineer captain nor the major who commands the battalion is likely to volunteer to give up any equipment!

First, Second and Third Companies: 4 platoons each  
Fourth (Engineer) Company: 4 platoons, 4 GEV-PCs, 4 hovertrucks  
HQ Squadron: 4 GEVs, 2 hovertrucks  
First and Second Batteries: 3 HWZs and 3 hovertrucks each  
2 Transport Sections: 5 hovertrucks each

## COMBINE FAST STRIKE BATTALION

This is a very typical Combine unit. Many such battalions were deployed, for instance, in the invasion of the Low Countries and Germany in the 2070s. Every unit in the battalion can move quickly and hit hard. With its attached engineer platoon, the commander can destroy hard targets before retreating, or dig in and wait for heavy support.

First Company: 4 platoons of 3 GEVs each, 2 hovertrucks  
Second Company: 8 platoons of 3 LGEVs each, 2 hovertrucks  
Third and Fourth Company: 4 platoons of infantry, each with GEV-PC  
HQ Squadron: 2 GEVs, 3 LGEVs, 4 hovertrucks  
1 Engineer Platoon, with GEV-PC and hovertruck  
2 Transport Sections: 4 hovertrucks each

## PANEUROPEAN SHOCK COMPANY

This unit might be called on to spearhead an assault, or to exploit and consolidate a breakthrough by GEVs. All its vehicles are "fast armor," as opposed to the slower missile tanks. Where speed was not vital, this company might be teamed with a company of missile tanks. A common battalion formation included one shock company, one missile tank company and one GEV company.

Scout Squadron: 1 Heavy Tank, 4 Light Tanks  
First and Second Squadrons: 2 Superheavies and 3 Heavy Tanks each  
Third Squadron: 5 Heavy Tanks  
HQ Troop: 2 Light Tanks, 2 Hovertrucks  
Support Section: 3 Hovertrucks

## CHINESE ARTILLERY DETACHMENT

Both infantry and armor units are often augmented by an artillery detachment. These forces could be assigned to any sized battlegroup. The organization below is typical and could have been found in any of the armies of the 21st century. Note that there is no HQ section: the battery is commanded by a lieutenant or captain, but most command functions are handled by the unit to which the artillery is currently attached. Some artillery detachments would have an integral infantry unit of platoon or company size to serve as a screen.

First Battery: 2 HWZ, 2 Hovertrucks  
Second Battery: 2 MHWZ, 2 Hovertrucks  
Fire Support Platoon: 3 Missile Tanks  
Support Section: 2 Hovertrucks

## PANEUROPEAN COMBINED ARMS REGIMENT

Probably no two Paneuropean regiments were exactly

alike; the details depended on tactical needs, the preferences of the commander and his commanders, and even the area where the unit was based. Local pride was important, and - for instance - French units favored the light tank, because the Paneuropean standard light tank series was a French design. This T/O is a representative combined-arms regiment: the First Polish Lancers.

Note the "shock troop" of three cybertanks. It was quite common in the Paneuropean forces to attach one or more Ogres directly to an armored regiment, or even a battalion. However, the regiment carried no "support tail" for them; a seriously damaged cybertank would simply make its own way to the rear areas and report to repair facilities there.

## FIRST AND SECOND BATTALIONS

First Company: 4 troops of 3 GEVs each, 2 hovertrucks  
Second Company: 4 troops of 3 Heavy Tanks each, 2 hovertrucks  
Third Company: 8 troops of 3 LGEVs each, 2 hovertrucks  
HQ Company: 2 LGEVs, 4 hovertrucks  
2 Batteries: 2 MHWZs and 2 hovertrucks each  
2 Transport Sections: 4 hovertrucks each

## THIRD AND FOURTH BATTALIONS

First Company: 4 troops of 3 GEVs each, 2 hovertrucks  
Second Company: 4 troops of 3 Missile Tanks each, 2 hovertrucks  
Third Company: 3 troops of 3 Superheavy Tanks each, 2 hovertrucks  
HQ Company: 2 LGEVs, 4 hovertrucks  
2 Batteries: 2 MHWZs and 2 hovertrucks each  
2 Transport Sections: 4 hovertrucks each

## SHOCK TROOP

3 Legionnaire cybertanks (= Ogre Mark III)

## REGIMENTAL SUPPORT GROUP

1 Headquarters Squadron: 1 GEV, 4 LGEVs, 1 hovertruck  
1 Battery: 2 MHWZs and 2 hovertrucks  
1 Combat Engineer Company, mechanized (4 platoons, 4 LGEVs, 4 hovertrucks)  
2 Transport Sections: 4 hovertrucks each  
1 Support Section: 12 hovertrucks

# MILITARY ORGANIZATION AFTER THE LAST WAR

*The parade is a tiny one, but even so, it is held every Founding Day, marking the birth of the equally tiny Republic of Carcassonne. The Governor-General, of course, leads the parade, and his ancient AMX-550 heavy tank has been cleaned, polished, and repainted for the occasion. Behind him followed the remainder of his feudal family. Once they were a Paneuropean armored battalion, but now they rule this small European nation . . .*

With the fall of the great empires came the collapse of their massive military organizations. Yet many units survived intact, at the battalion level or even higher. And as the factory complexes became the brains of the Factory States, these surviving units became their hearts and hands.

Companies, battalions, and even whole regiments laid claim to towns and production complexes, creating independent feudal states. In turn, they recruited other survivors, vehicle by vehicle or man by man.

Mercenary units once again became common, selling their services for food, supplies and maintenance. Some of the Free Companies were honorable mercenaries; others were bandits; most fell in between. Some of these companies were simply units gone independent, unable or unwilling to settle down as garrison troops for a city-state. Others were ad-hoc formations of survivors, scavenging abandoned vehicles and recruiting lost troops a few at a time. Newly-built units appeared too, as individual factories developed (or admitted to having) the capacity to create them.

## CAPTURED VEHICLES

Traditionally, arms and armor are among the best spoils of war. It's convenient and satisfying to arm yourself from your foe's storehouses. But in the 20th century, this went somewhat out of fashion. Enemy ammunition was usually the wrong caliber. Tanks and planes were complicated beasts, and nobody had the manuals to make them work (though sometimes it was worth the trouble). And you might be shot by your own side when they saw the "enemy" silhouette of your captured tank. In general, only simple vehicles (like trucks) and very expensive ones (like warships) were worth converting to your own use.

All that changed in the 21st century. Hypno-training made it easy to train crews for new units, and silhouettes made little difference when identification was all electronic. And equipment was now too expensive to waste. In fact, when a vehicle production facility was captured, it was often better to let it keep building the same design than to re-tool it. If the enemy design was functionally equivalent to something you needed, that was good enough.

In particular, units on enemy ground used every bit of captured materiel. Between 2077 and 2085, hundreds of captured

Paneuropean vehicles of all sizes saw regular service with the Combine invaders. More - GEVs and tracked units in particular - were new-built for the invaders in the captured production facilities of Rotterdam and Cologne. They were usually organized in units of similar vehicles, but when need arose they were used as replacements in regular Combine units. The yellow-and-black units shown in this book are Combine First Cav troops from a regiment equipped entirely with Paneuropean-style equipment.

Similarly, the Paneuropeans used Combine units when they captured them. The Chinese used Nihon units, and vice versa, in their own battles; and many Chinese units were of Paneuropean design, built in the Asian factories "won" in the Sino-European War. And after the failure of the Nihon Incursion, the surviving Nihon troops on the West Coast were forced to resupply and rearm themselves with Combine equipment. By 2120, there was almost no Nihon gear on the American continents, but many small states flew Nihon clan colors over Combine-styled gear - or, in South America, over vehicles originally designed in Europe but built in American factories for an Oriental conqueror!



A "scenario" is a military action, described in game terms. Each player is given a force of units and an objective to accomplish. Each scenario includes a map or description of the battlefield terrain, a description of the units involved, the objectives of each side, any special rules, and the victory conditions for each player.

This section will describe a few basic types of scenario, with rules for scoring in competition. Even these few will give hundreds of different games, with changes in forces and terrain. And there's no limit to the situations that players can create to explore their tactical possibilities!

## SETTING UP FOR PLAY

The first step is to lay out the battlefield. The terrain should be set out as per the scenario instructions or map.

Then units are placed. Each scenario specifies what units each side receives, where on the battlefield they may be set up, or where and when they enter. Units may be set up in any terrain which they could legally enter during the game. Units which start in swamp, rubble, or forest are assumed to be safe when the game begins, but will have to check for disabling (or getting stuck) if they move through the terrain in subsequent turns.

In many scenarios, players are not given specific units; instead they will be given a specified number of points with which to build their forces. Some scenarios will put limits on what units may be purchased with this allowance. Cruise Missiles are prohibited unless specifically allowed.

## BUILD POINTS AND VICTORY POINTS

The Unit Table lists point values for all units. These points are used two ways.

As *build points*, they are used in scenarios where the players can design their own forces.

As *victory points*, they give the value of each unit type in scenarios where the objective is to destroy enemy materiel, or to preserve your own forces. Some scenarios will give victory points for other objectives as well. And in some scenarios, there will be a single specific objective - such as "Destroy the Command Post!" In these scenarios, it won't matter how much damage you do to the enemy, or how much you take — the specific objective is everything.

## INSTANT PLAY BALANCE

Because of the very flexibility of miniatures gaming, it can be hard to develop a totally balanced scenario. Here are three tricks you can use, in playing existing scenarios or creating your own.

*Identical Sides.* If both forces are freely chosen and based on the same point value, terrain is more or less similar across the board, and both sides have the same victory conditions (such as "Destroy enemy units"), the game will automatically be closely balanced. In such a "symmetrical" scenario, victory should go to the player who picks the best mix of forces for the situation and uses them most skillfully.

*Switch Sides and Play Again.* Some of the most interesting tactical situations, such as "Raid" and "Destroy the CP," have completely different forces and objectives for the two sides. The only way to truly balance such a situation is to play it over and over on exactly the same map, trying various combinations and point totals, until the average game is a draw. Therefore, when you come up with an interesting "asymmetrical" scenario and you want to use it in competition, let each "game" be two combats, with each player having a turn at each side!

*Individual Performance Scores.* In a very large scenario, whether it's symmetrical or not, each side can be made up of several players, each controlling 6 to 12 units. These players can be scored on the basis of how many enemy units they kill or objectives they take, relative to the losses they take. If the overall scenario is even vaguely balanced, so that no player ever faces totally overwhelming force, then individual players' scores should be a good measure of their skill.

## DESTROY THE CP!

*The classic original Ogre scenario - a lone Ogre versus a conventional force attempting to prevent the juggernaut from leveling their Command Post.*

This engagement can be played out over and over, changing every time the terrain is changed. It's an excellent learning scenario, because it's simple to set up and - with only one unit on the attacking side - it moves quickly. (If a beginner plays the defense side, give it more points; if a beginner plays the Ogre, reduce the defending force.)

The defender has a single defense-0 Command Post, which he will no doubt place as far from the expected entry of the Ogre as he can. The basic victory condition is to destroy (or preserve) that vital spot.

Game balance depends on the size of the attacking Ogre, the type of terrain, and the distance the Ogre must travel to hit the CP (though if the Ogre can destroy all its opposition while it has treads remaining, it will eventually win).

## MARK III ATTACKING

Assuming that the Ogre will have to travel at least 30"

(15 miles) through enemy resistance, it should be opposed by about 100 points of armor and infantry for a fair match in open terrain. In hilly or wooded terrain, which will shelter the defenders, an 85-point force might have a fair chance to stop a Mark III - but only if there are enough roads and clear areas to allow the defenders to maneuver. In an area of solid woods, the Ogre would still move unimpeded, while most lesser units would be reduced to half speed or worse.

These point totals assume that the defense is taken more or less by surprise, so that the defense forces are not concentrated. If the defenders start out clumped so that a lot of them can hit the Ogre at once, reduce the required forces by 25%.

*Complete Ogre victory:* Destroy the CP and get off the board.

*Ogre victory:* Destroy the CP.

*Tie:* The CP survives but the Ogre escapes.

*Defense victory:* Save the CP and kill the Ogre.

*Complete defense victory:* Save the CP and at least 1/3 of the defending force, and kill the Ogre.

## MARK IV, MARK V, NINJA OR FENCER ATTACKING

With similar constraints, a force of 180 points should be a fair match against a Mark IV, V, Ninja or Fencer in clear terrain. In obstructed terrain, 140 to 150 points might be enough.

Note that this is more points than the Ogre itself is worth in a slugging match - but if the Ogre plays properly, this scenario won't become a mere slugfest! If the Ogre can manage a surgical strike, it can win. If it tries to meet the enemy head-on, it should lose - even the Mark V, which is designed for shock assaults.

## MARK VI OR DOPPELSOLDNER ATTACKING

Against one of these monster units, a force of 240 points might be a fair match in clear terrain - but use a *big* board. In obstructed terrain, 180 to 200 points could be sufficient.

## MULTIPLE OGRES ATTACKING

Larger scenarios can be created simply by adding the defensive strength suggested for the individual Ogres. Unless the Ogres are required to enter along a wide front, their combined shock value will be somewhat greater than their individual point values, so increase the total defense size by 5% of the total per additional Ogre.

## VARIANTS

Instead of a flimsy Command Post, try giving the defense a hardened 60 SP bunker as its CP, and one Laser Tower, and allow the attacker to support the Ogre with 10 Cruise Missiles (launched offboard). The attacker must write down the designated target for each missile one turn prior to entry, and may bring on no more than 2 missiles per turn.

## OGRE MINIATURES

# BREAKTHROUGH

This scenario represents an attempt to penetrate a defensive perimeter in order to strike at a weakly defended rear area.

*Terrain:* If the terrain is *too* easy to defend (e.g., a river line), it would take a battalion or more to break through. On the other hand, a flat plains area will be boring. The best map for this game is one of occasional streams and woods, in generally clear but rolling terrain. This scenario can play on a map as little as 3 feet square, but bigger is better, within limits. If the map is more than 5 feet square, increase the defender's forces, but *not* the attacker's. The attacker is mobile, and the defender isn't.

*Units:* The defending player gets two standard companies of infantry - that is, 8 platoons, or 24 squads. He also gets 36 points to spend on armor or transport units. (Howitzers are a very good idea.) The attacker gets 72 points of armor. (The first time you play this scenario, just take 12 GEVs; later, try variations.)

*Setup:* The defender gets to choose the terrain: he draws an imaginary line dividing the map in half in any direction, and sets up on one side of that line. The attacker enters from the edge of the board farthest from the defender's line; the attacker moves first.

*Special Rules:* Attackers can escape on either the side they came in or the exact opposite side. Defenders can escape only on the board edges within their setup area. The game ends when there are no attacking units left on the map.

*Victory Points:* The attacker's objective is to get his units across the map as quickly as possible. Assuming a board no more than 4 feet square, the attacker scores points for units leaving the board as follows:

On or before Turn 8: (Point value) times 1.25.

On Turns 9 or 10: (Point value) times 1.

On later turns: (Point value) times .5.

For each additional 6" the units must cross to get across the board, add 1 turn to the above times.

Both sides also get standard points for destroyed enemy units. The winner is determined by comparing the number of VPs scored by each player, as follows:

Attacker ahead by 50+ points: decisive victory.

Attacker ahead by 21-49 points: marginal victory.

Attacker ahead by 0-20 points: no clear victor.

Defender ahead by 1-20 points: marginal victory.

Defender ahead by 21+ points: decisive victory.

## VARIATIONS

Increasing both forces proportionately, and increasing the board size somewhat, will give a larger game. Keep in mind that because the attackers are mobile and the defenders are not, the attackers will mass their force to punch through in a chosen spot. If the attacking forces are doubled, the size of



the defending force should be more than doubled, so that the forces at the breakthrough won't simply be overwhelmed and atomized instantly.

## RAID

An attack on a rear area - perhaps after the breakthrough in the scenario above. The attacker is trying to do as much damage as possible and escape; the defender is trying to react and contain the damage.

**Terrain:** The board should be at least 3 feet square. Bigger is better! It must present lots of targets - either roads and town areas, or flimsy and valuable structures. There should be about 250 points worth of targets (see *Victory Points*, below). Most should be very fragile, though a few can have Structure Points. Unless there is a referee, the players should work together to set up the board and decide mutually what targets have what value; the attacker is assumed to have complete intelligence about his target, which is why he chose it.

**Units:** The defender gets 2 companies (24 squads) of infantry, 24 points of other units, and two command posts. CP Alpha has a defense of 3; CP Beta is mobile, with 2" movement and defense of 1. The attacker gets 10 GEVs (or, for variety, any 60 points worth of armor)

**Setup:** The defender draws a line one foot from any edge of the board, and sets up on the rest of the board. The attacker moves first, entering on the edge chosen by the defender.

The defender must divide the edge of his setup area into six equally-long regions, and number these 1 through 6. Any or all of these may contain roads leading off the board. These are the "setup areas" used to determine where defending reinforcements will appear.

**Special Rules:** Defending units may escape to avoid destruction, but only from the map edges in their setup area; those who leave the map elsewhere are considered destroyed by the enemy. Attackers may leave only by the side where they entered. The game ends when all the attackers have withdrawn or been destroyed.

**Reinforcements:** When the attacking units are detected, the defender starts calling for help. He rolls 2 dice at the beginning of each turn to determine what units will enter the map at the beginning of the *next* turn (note that the fastest and cheapest units are the likeliest to show up). Units appear at the beginning of the movement phase and may make a full move on the turn they enter.

### Reinforcement Type

2. Superheavy Tank
3. Missile Tank
4. 2 Light Tanks, together
5. GEV
6. 2 LGEVs, together
7. GEV

8. 2 LGEVs, together
9. 3 squads of infantry on GEV-PC
10. Heavy Tank
11. 9 squads of infantry
12. Mobile Howitzer

To determine where the reinforcements appear, the defender rolls a die. The reinforcements may appear anywhere in the corresponding setup area.

If reinforcing units are brought in on a road, they may take the road bonus the turn they enter. Reinforcing units may overrun enemy units on the turn they enter. The defender may delay reinforcements for any number of turns, or decline them entirely, but if they appear they must appear in the scheduled area.

**Victory points:** The attacker gets 25 points for destroying CP Alpha, 15 for CP Beta, and appropriate points as determined during setup for other structures on the map. No other structure should be worth more than 10 VP. If the optional town-destroying rule (p. 49) is in effect, town areas can be used for up to 200 points of the available targets. Each 2" circle of destroyed town is worth 8 points. When chunks are taken out of the edge of a town, half-circles are worth 4 points; quarter-circles are worth 2 points; use the closest approximation and be reasonable.

Determine victory as follows:

Attacker ahead by 150+ points: decisive victory.

Attacker ahead by 110-149 points: marginal victory.

Attacker ahead by 80-109 points: no clear victor.

Attacker ahead by 30-79 points: marginal *defender* victory.

Attacker ahead by 29 or fewer points: decisive *defender* victory.

## ADVANCED VARIANT

Use the same rules, objective and board. The defender starts with 30 squads of infantry, 48 points of other units, and one extra CP: CP Gamma (defense 1, move 4", worth 15 VP to the attacker). The attacker gets 16 GEVs. The defender rolls once for reinforcements on even-numbered turns and twice on odd-numbered turns.

## OGRE VARIANT

The defender sets up as for the advanced variant, above, but starts with 3 full companies (36 squads) of infantry. The attacker gets an Ogre Mark IV and six GEVs. (Alternate defending force: a single Ogre Mark V, in the very center of the area to be defended, and nothing else; the defender rolls twice per turn for reinforcements.)

## COMBINED SCENARIOS

One interesting possibility, for a *long* game, is to start with a *Breakthrough* game. Everything that makes it off the map in 12 turns of *Breakthrough* is used as the attacking force in *Raid*.

# CEASEFIRE COLLAPSE

This scenario is especially typical of actions in Europe during the 2080s. Over and over, forces would pound each other, disengage, build up for a few days or weeks and then renew the attack.

**Terrain:** Any sort of terrain will work; it's more interesting to make it varied, with woods, streams and maybe even a river. Remember that if there's a river, then destroying the bridges will isolate those units which can't swim.

**Units:** For the basic scenario, the sides should be equal in point value, though neither side knows what the other is choosing. On a 6' by 6' table, each side could be given anything from 150 points (about company strength) to 500-600 (battalion strength). Ogres are allowed, but the scenario works perfectly well without them! Each side should also be given at least one Command Post, designated CP Alpha and known to the enemy; other CPs and structures may be added to make it interesting.

**Setup:** The board is divided into three sections - one setup zone for each player, and a neutral zone in the middle. The neutral zone should be at least 4 feet (24 mi.) wide.

Players may do their setup in any mutually agreeable manner. One simple method is to alternate placing units until all are on the board. The wide neutral zone will keep either side from getting any particular advantage in setup. Flip a coin to see who moves first.

**Special Rules:** Units may escape to avoid destruction, but only from the map edges in their setup area; those who leave the map elsewhere are considered destroyed by the enemy. The game ends when only one side is left on the map, except for stuck or immobilized units.

**Victory Points:** Score standard points for destroyed enemy units; if an Ogre escapes the map, the enemy counts points for destroyed components. Stuck or immobilized units are captured, and count double (damaged Ogres count double the point value of their remaining components). 30 points for destroying the enemy's CP Alpha, and 15 points for each other CP destroyed. Points may also be scored, by advance agreement, for destruction of other structures, town areas, and so on. Whichever side controls the map by destroying or driving off the foe scores 25 points extra.

## MULTIPLAYER VERSIONS

This is an ideal scenario for convention play. Each side has one overall commander, and as many players as the referee will put up with. Each player controls a small part of his side's force (3-10 units is a good number, depending on their strength, or a single Ogre). Players have the final say on what their units do; the commander can give instructions

but can't enforce them on the battlefield! The commander can personally control emplacements, lasers and a small HQ company.

If reinforcements are allowed (see below) new players can be brought on as the original ones are eliminated.

Score victory points for the two sides as above. To judge individual performance, keep track of what each player destroys and which of his own units he loses. His score is equal to the difference between what he destroys and what his own forces lose. A commander can give up to +10 or -10 points to each of his players, rewarding good performance and penalizing failure to follow orders.



A deadly trio of shark-finned Combine GEVs screams into action. Sculpture by Jim Zepeda.

## "FORLORN HOPE" VARIANTS

Not every ceasefire-collapse situation was equally balanced. The general's dream was a local superiority that would let him annihilate the opposition; his nightmare was that the other side would do the same thing to him.

In this variant, one side (the attacker) gets 50% more forces than the other. All points scored by the defender count double; he will be smashed, but Command will expect him to do as much damage as possible.

## BLIND SETUP VARIANTS

A further twist on this scenario is to let the GM assign force totals blindly - perhaps even randomly. One side sets up first, using the camouflage rules on p. 49. Then a sheet is placed over their setup, and the other side sets up. The catch . . . neither player knows in advance whether he has the larger or smaller force, or whether, perhaps, it's balanced after all! The players must try to set up their units in a way that covers all possibilities, and discover each others' strength by trial and error. Only when it is clear which force is superior does the GM reveal the victory conditions . . . other than the general "Hold your position and smash the foe!"

## FURTHER ELABORATIONS

Finally, players can add special conditions, such as reinforcements for one or both sides, or a High Command order for an outnumbered force to hold the line for a certain time, no matter what...



Second only to the moment of victory, to the tabletop wargamer, is the first minute of the game, when a brilliantly-painted army deploys against the foe. Well-painted miniatures are admired by everyone who sees them - gamers and non-gamers alike - and the sheer beauty of a miniature battlefield attracts many to the hobby. But miniature painting need not be reserved for masters. With practice, most players can field a very satisfying battle force.

## BEFORE PAINTING

Metal miniatures are cast in two-part molds. Often the casting process leaves a faint line or thin flake of metal on the miniature where the two halves of the mold meet. The first step in preparing a model for painting is to remove this "flash." For this, you'll need a selection of small files, both round and flat, and a sharp hobby knife. Thicker pieces of flash can be carefully cut away with the knife. For cleaning up areas of detail, files work best. A brisk rubdown with steel wool will provide a smooth finish ... but be careful not to smooth away the fine detail of the casting.

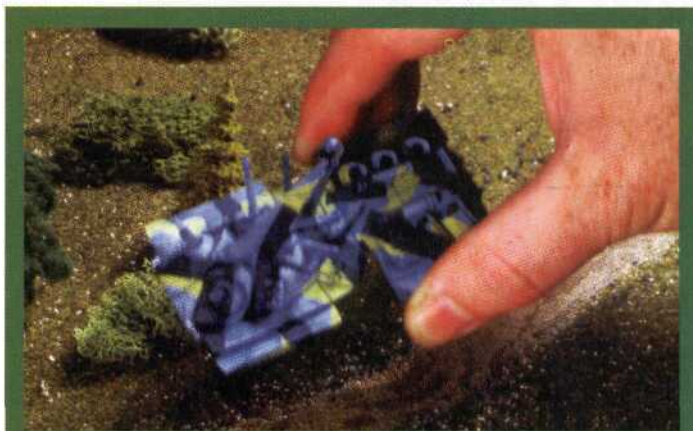
Plastic resin buildings will not have flash except around the bottom edge, but they may have an occasional bubble - a small hole that should be filled with plaster, green putty or epoxy. Alternatively, such holes can be roughed up a bit with knife and file, and treated as battle damage! Before painting a cast-resin miniature, wash it thoroughly to remove the mold-release compound.

A selection of small hand tools will make preparation easier. The X-acto brand of hobby knife is excellent. Ral Partha sells a very useful line of small, precise pliers and cutters, suitable for working plastic or white metal.

## ASSEMBLY

Most of the *Ogre* miniatures are multi-part models. Once all the pieces have been cleaned of flash, the next step is to assemble the miniature. Before assembly, test each piece to make sure they fit properly. Sometimes additional filing is necessary to insure a proper joint. Most superglues will quickly fasten the pieces together. Excess superglue can be removed (either from the miniature or the fingers) by nail polish remover or other acetone based cleaner. Five-minute epoxies also work well, but they take longer to set and dry.

Tank turrets can either be left loose or glued in place. It's entirely a question of personal taste. Glued-down turrets won't get lost . . . but loose ones can be aimed realistically. With some units, it will be necessary to drill out a deeper hole, and add a longer pin on the turret, to avoid wobbling if the turret is not glued.



The proper way to pick up an assembled Ogre. Hold it by the treads or chassis. If you pick it up by the tower, you may create some instant battle damage.

## BASES

Most armor figures will not require any sort of base. However, GEVs can be placed on a low base, say 1/8" or 1/16" tall, and they will seem to float.

Infantry figures should be mounted on bases, with from 1 to 3 figures per base; see p. 16. Commercial hex-shaped bases can be used. A penny also provides an inexpensive flat metal base; after the figure(s) are mounted, paint the base green or - far better - coat it with glue and sprinkle green flock on it. The Woodland Scenics brand of flock comes in a variety of colors and works well; it can be blended to match your standard terrain scheme.

Some figures tend to slide when placed on slopes. A piece of thin felt glued to the bottom will give better traction, and will also avoid scratches when one piece is placed atop another in an overrun situation.

If the figure is to be based, mount the base before you start painting, and the base will provide a convenient handle.

## PAINTING

There are two types of paint well suited to miniature painting. Enamel paints have the advantage of being harder and more durable once dry. The disadvantages include a longer drying time and requiring a solvent-type paint thinner for cleanup. The solvent attacks the fibers of the paint brush, reducing its usable lifespan. Acrylic paints have a short drying time, and are water-soluble. Both types of paints are available in a wide variety of colors, in both matte and gloss finish.

The first step in painting is the primer, or undercoat. The miniatures should always be primed with a solvent-based

spray primer. This provides a surface the paint can properly adhere to.

It's important to decide ahead of time whether you will be painting with a light or dark base color. Lighter colors cover better over a white undercoat, while darker miniatures look better when primed with a black undercoat.

Metal miniatures should always be primed. Most cast-resin miniatures will look better if primed. Cast plaster or Hydrocal sometimes doesn't need priming - but it's a good idea to seal it with a spray sealer or dullcoat.

## COLOR CHOICE

Once the paints have been selected, block in the figure with the unit colors you have chosen (see p. 62). You can use one of the units we've described, or invent your own. Decide whether you'll use "parade" color schemes, camouflage, battle-burnt, or a combination.

In general, matte finish works better for cammo or battle-damaged paint jobs, while fancy paint jobs look good either in matte or gloss.

Treads and gun barrels are commonly painted in a steel metallic color to make them stand out. Similarly, GEV windscreens can be done in either a light gray or a pale blue.

## ADVANCED TECHNIQUES

That is all that is absolutely *needed* to make the figure ready for play. The advanced painter can use special techniques to can bring out the detail of the figure, give it an older, more realistic look, and allow variations on the basic theme.

## WASHING

Washes are an effective way of shadowing the model. A "wash" is a coat of paint thinned to almost the consistency of water. Acrylics work best for this. By adding water to a small amount of the original color and adding a drop of black, the wash is easily prepared. The wash is then applied over the crevices and recessed areas, leaving the higher areas in the original color.

## DRYBRUSHING

Drybrushing is an excellent method for applying a lighter highlight to these raised detail areas. First, dip the brush into the paint (square-tipped brushes work best) and wipe off most of the paint. You can do this by "painting" repeatedly across a paper towel, the palette, or even the bottom of a miniature. Watch how much paint the brush is leaving - eventually, you will be left with a very little bit of paint on the brush. Then, very lightly, brush back and forth across the area of the model you wish to highlight. The lighter paint will only be applied to the raised detail on the model, leaving the recesses in the darker base color.

Very striking visual effects can be achieved by combining the two techniques.

## SPLATTERING

Many modern camouflage schemes are of a splatter pattern type - seemingly random splashes of color over a base coat. A splatter effect can also simulate the effects of minor battle damage over a fancy paint job! An easy way to achieve this without an airbrush is to use an old toothbrush. Dip the toothbrush in the paint, being careful not to apply too much. Hold the brush parallel to the model, and flick your finger gently along the bristles. This will splatter the paint in a random pattern over the model. Once this dries, you can go on to the finishing touches of metal parts, windshields, and insignia.

## NUMBERS AND INSIGNIA

The easy way to add numbers and other fine detail is to use good decals. If you can't find anything you like, you can paint them yourself!

Start by making a drawing of the desired insignia, rather than making it up as you go along. All it really takes is a very fine brush and patience. If a line is a bit too wide, you can always go back and touch it up with the background color. Be patient; give each stage time to dry before making corrections.

## PAINTING DEMONSTRATION

These seven photographs show a GEV, painted by Richard Kerr, as it goes from bare metal to a finished fighting machine.

1. *Bare metal.* Flash and parting lines have been removed. The "H" blower assembly has been glued to the chassis, which is the only assembly this vehicle absolutely requires. However, a thin antenna wire is included in the package, so the socket on the rear hull has been drilled out to hold it (using a #77 drill - .018 inch).



1.



2.

2. *Primed.* Richard used a white acrylic primer - Ral Partha 77-725. (All numbers in this description will refer to Partha Paints code numbers.)

3. *Black detail.* Windows, fan, engine opening, and ground-effect skirt are painted black (77-708).





3.

are picked out with Red (77-718), leaving the Blood Red between the panels (for the same general effect as a wash, but more precise). The gun barrels are painted with Autumn Gold (77-740a).

In the picture, only half the model has been given the full treatment.



5.

gun barrels get a double treatment. Richard first dry-brushed them heavily with Sunlight Yellow (77-791), then lightly, to highlight, with Flaxen Yellow (77-741a). At this stage, the antenna was added. It was bent to a curve, to give the impression that the vehicle is speeding, and inserted into the pre-drilled socket. Then it was painted black and dry-brushed with the dark gray mix.

7. *Final detail.* The Paneuropean insignia was painted in black and white. This was done by hand - with luck, decal; will soon be available! The centers of the windows were given a very light wash of True Blue (77-720), allowed to dry. Then, with a slightly thicker wash, the cross streaks were applied with a fine brush. After drying, the vehicle should be protected with a clear finish: Clear Matte Sealer (77-726) applied by spray, Armory Dull Coat, or Testor's

4. *Base coat.* The unit is painted Blood Red (77-750f) on all other surfaces. Wherever the black paint from #3 went out of bounds, the red is used to trim it back into line. This technique can fix errors at any stage!



4.

5. *Features.* The stripe is added with White (77-706). Panels

The other half is still Blood Red - except for the white stripe - to clearly show the effect of adding the second color of red on the panels.

6. *Dry-brushing.* The red areas are dry-brushed with Autumn Gold to give a contrasting sheen and show detail. The black areas are dry-brushed with a mixture of Armor Gray (77-741e) and Black (to make a very dark gray). The



6.

Model Master Semi-Gloss or Flat. Choose the finish that gives the effect you prefer; no two are quite alike.



The finished GEV is ready to speed into battle: a fighting hovercraft of the First Polish Lancers!

## COLOR SCHEMES

There are three basic color schemes that can be used for 21st-century units. The choice depends entirely on you, the commander - they're all equally correct.

### BURNED AND BLASTED

Going on the theory that no paint job would survive the first near miss, the "blasted look" uses shades of gray, brown and black. Unit insignia may be added, but they don't have to look sharp and professional - the troops paint them on after each engagement, and they get burned off again immediately.

The advantage of a blasted paint job is that it's easy to do, and looks very serious and gritty. If you're into realism but don't consider yourself a competition-quality painter, here's a way to create some deadly-serious vehicles without ever painting a straight line. If you *are* a competition-quality painter, you can try to show the original gaudy paint job beneath the burns and scars!

### CAMMO

Camouflage paint jobs were almost required for 20th-century armor. Some 21st-century units still use them, but only out of respect for tradition (or because the commander likes the look). Visual sighting is entirely obsolete in the 21st century; anything capable of hurting you has far better ways to find you than mere eyeballs.

For the gamer, the advantage of cammo painting is that it can be fairly easy to do and gives a distinctly military look. It's a compromise between the starkly ugly realism of the blasted look and the parade-ground glossiness of a multicolor paint job. Modern military reference books with color photographs are good guides for cammo patterns.

The disadvantage is that camouflage *works*. If you are playing on miniature terrain any more detailed than a flat tabletop, your camouflaged tanks will blend in, just like they're supposed to do ... and you'll lose track of them at exactly the wrong time.

## PARADE

*. . . on any other unit, the bands of purple and yellow might have been ridiculous. And yet here, the jagged stripes brought a hush of awe. The advance of the Huscarl was majestic. It was followed by disciplined ranks of armor, bearing the same vibrant colors. The stylized Corinthian helm marked these units as Paneuropean, but their huge white crosses were only borne by the Vatican Guard. . .*

Because visual camouflage isn't relevant, many units boost their pride by painting their vehicles and battlesuits in brilliant colors. They may need repainting after a battle . . . but that's life in the army.

Furthermore, even when a unit didn't use bright color schemes, any holotank display of that force would assign appropriate colors, to make it easier for the viewers to identify all units!

The only "requirement" for parade colors is that they be bright, challenging and individual. Think of medieval heraldry, applied to tanks and hovercraft!

Paneuropean units most often adopted the national or city colors of the area where the unit was first raised, or where it is currently based. The most common pattern was a single base color, with a contrasting stripe across the unit, but that was by no means a rule. To choose colors for a Paneuropean force, choose a nation of origin, and look at its flag. Or pick colors you like and *then* look at a book of flags to decide where you're from!

The majority of Combine units incorporated the national colors, red and white, into their designs. However, that was often nothing more than a red-and-white stripe across some other color. Many units were direct successors (or considered themselves successors) of famous U.S., Canadian or Mexican units, and used heraldry directly based on those ancestral units. For instance, the units of the First Cavalry Division often carried the original U.S. First Cav insignia or used its yellow-and-black colors, as in the pictures in this book. Many U.S.-descended armored divisions incorporated the yellow, red and blue "Armored" patch. And the Royal Highlanders' vehicles carried a stripe in the Black Watch tartan pattern!

Each Nihon Empire unit had a patron clan, and paint schemes were always based on the livery of that clan. Should a clan change patrons (or should a new clan leader decree a variation in livery), the unit's colors would change overnight.

As for the Chinese forces, it's hard to make even a generalization. Some based their colors on traditional city or clan designs, others merely on whim of the commander. For one period of about eight years, national policy was to paint *all* vehicles white, with a colored band or symbol indicating unit affiliation.

## UNIT INSIGNIA

Individual unit insignia varied from nation to nation, unit to unit. Most carried a national symbol. The Combine's insignia was a stylized hourglass, marking all vehicles from the smallest tank to the largest Ogre. The Paneuropean's Corinthian helm similarly designated its military. Nihon units carried the centuries-old Rising Sun or the even more ancient chrysanthemum emblem. Chinese vehicles wore the Star and Dragon.

Most vehicles also carried identifying letters, numbers or names. There were as many different styles as there were units - or more, since regulations were subject to change.

Many units, rich in tradition, maintained historical insignia. Paneuropean regiments from Germany still bore the black cross, while GEVs of the Combine Seventh Cavalry retained their crossed sabers. One of the most colorful units was the Vatican Guard, its vibrant colors complemented by a white crusader's cross.

Vehicles were individualized as well. Combine tanks, especially Superheavies, often sported pinup art, like World War II bombers. The pilots of GEVs and LGEVs might give their vehicles shark-grins, speed lines, or flames. Similarly, tank commanders often painted "kill rings" on their gun barrels to show how many enemies they'd destroyed. In some units - especially Chinese forces in the empire's last years, and "unaffiliated" units during the Combine occupation of Europe - no two vehicles would be painted alike!

## PAINTING OGRES

Ogres were painted in all the same styles that other units were. Of course, for units which went in harm's way as much as an Ogre did, any paint job was likely to wind up destroyed long before the mission was over. But they often started out with exceptionally brilliant color schemes. They might match a unit they were attached to . . . or they might be wholly outlandish. Sometimes it was unit pride on the part of the painters; sometimes, no doubt, it was in forlorn hope of currying the favor of the inhuman intelligence within the armored shell. And sometimes it was just perversity, as the troops competed to see who could send the gaudiest Ogre out to kill and die.

And although it seems insane to try to camouflage anything as big as an Ogre, some commanders tried - perhaps on the theory that anything that size needed all the help it could get.

Occasionally, an Ogre would express a preference about its paint job! In the beginning, these were just programmer's jokes. Later, as the monster tanks became truly self-aware, this was one of the first signs of a developing personality. Either way, when an Ogre wanted to be painted red, it got what it wanted ...



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# UNIT TABLE

# OGRE MINIATURES

| Unit Type         | Attack  | Range | Defense | Move  | Mode | Size | Points | Notes                                                                            |
|-------------------|---------|-------|---------|-------|------|------|--------|----------------------------------------------------------------------------------|
| Light GEV         | 1       | 4"    | 1       | 8"/6" | GEV  | 1    | 3      |                                                                                  |
| GEV               | 2       | 4"    | 2       | 8"/6" | GEV  | 2    | 6      |                                                                                  |
| GEV-PC            | 1       | 4"    | 2       | 6"/4" | GEV  | 3    | 3      | Carries 3 squads of infantry                                                     |
| Hovertruck        | -       | -     | 1       | 6"/4" | GEV  | 3    | 1      | Carries 2 squads of infantry                                                     |
| Light Tank        | 2       | 4"    | 2       | 6"    | TNK  | 1    | 3      |                                                                                  |
| Missile Tank      | 3       | 8"    | 2       | 4"    | TNK  | 2    | 6      |                                                                                  |
| Heavy Tank        | 4       | 4"    | 3       | 6"    | HVY  | 3    | 6      |                                                                                  |
| Superheavy Tank   | 6 (3+3) | 6"    | 4       | 6"    | OGR  | 5    | 12     | May make 1 or 2 attacks, plus AP.                                                |
| SHVY's AP         | 2       | 2"    |         |       |      |      |        | SHVY's Ogre-style AP guns                                                        |
| Howitzer          | 6       | 16"   | 1       | 0     | -    | 4    | 12     | Fixed; cannot move                                                               |
| Lt Howitzer       | 3       | 14"   | 1       | 0     | -    | 4    | 6      | Fixed; cannot move                                                               |
| Mobile Howitzer   | 6       | 12"   | 2       | 2"    | TNK  | 4    | 12     |                                                                                  |
| Missile Crawler   | -       | -     | 2       | 2"    | HVY  | 4    | 18     | Fires one cruise missile (see p. 37)                                             |
| w/o missile       | -       | -     | 2       | 4"    | HVY  | 4    | 6      | Same as above, after missile has been fired                                      |
| Mobile CP         | -       | -     | 1 or 2  | 2"    | TNK  | 4    | -      | Defense value might be 1 or 2                                                    |
| GEV Mobile CP     | -       | -     | 2       | 4"/2" | GEV  | 4    | -      |                                                                                  |
| Infantry          | 1 to 3  | 2"    | 1 to 3  | 4"    | INF  | 1    | 2      | In groups of up to 3, attack and defense strength equal the number of INF units. |
| Marines           | 1 to 3  | 2"    | 1 to 3  | 4"    | MAR  | 1    | 4      | Attack and defense vary as for infantry. Can fight in water.                     |
| Heavy Weapons     | 1 to 3  | 2"    | 1 to 3  | 4"    | INF  | 1    | 4      | Attack and defense vary as for infantry.                                         |
| HW team's missile | 3       | 8"    |         |       |      |      |        | Each squad has one missile attack per game.                                      |
| Engineers         | 1 to 3  | 2"    | 1 to 3  | 4"    | INF  | 1    | 4      | Attack and defense vary as for infantry. See p. 17 for special abilities.        |
| Marine Engineers  | 1 to 3  | 2"    | 1 to 3  | 4"    | MAR  | 1    | 5      | Attack and defense vary as for infantry. See p. 17 for special abilities.        |
| Militia           | 1 to 3  | 1"    | 1       | 2"    | MIL  | 1    | 1/3    | Attack varies as for infantry. See p. 18 for defense.                            |
| Truck             | -       | -     | 0       | 4"    | WHL  | 1    | varies | Point value depends on scenario.                                                 |
| Main Battle Tank  | 2       | 4"    | 2       | 4"    | TNK  | 2    | 2      |                                                                                  |
| APC               | 1       | 2"    | 1       | 4"    | TNK  | 2    | 1      |                                                                                  |
| Field Artillery   | 2       | 8"    | 1       | 0     | -    | 2    | 3      | Fixed; cannot move.                                                              |

## OGRE WEAPONS

| Weapon            | Attack | Range | Defense | Points | Notes                                       |
|-------------------|--------|-------|---------|--------|---------------------------------------------|
| Main Battery      | 4      | 6"    | 3       | 8      |                                             |
| Secondary Battery | 3      | 4"    | 2       | 4      |                                             |
| Missile           | 6      | 10"   | 3       | 1      | Each missile can be used only once.         |
| Missile Rack      | -      | -     | 4       | 6      | Used to fire missiles.                      |
| Antipersonnel     | 1      | 2"    | 1       | 1      | Good vs. infantry and Defense 0 units only. |

Treads are worth one point each.

## FALLING OGRE TABLE

|                  | 1 level | 2 levels | 3 levels  |
|------------------|---------|----------|-----------|
| Size 5 (manned)+ | 2-1     | 3-1      | Destroyed |
| Size 5 (cyber)   | 6d, 2-1 | 12d, 3-1 | Destroyed |
| Size 6           | 5d, 1-1 | 11d, 2-1 | 14d, 3-1  |
| Size 7, 8        | 4d, 1-1 | 9d, 2-1  | 15d, 3-1  |
| Size 9           | 3d, 1-2 | 7d, 1-1  | 12d, 2-1  |

No vehicle can survive a fall of more than 3 levels.

Use this table when a Size 5+ vehicle (Ogre Mark I, Superheavy or larger) falls from a collapsing bridge, drives off a cliff, etc. One level is 18 scale feet.

A "d" number indicates the number of dice damage taken by the treads of an Ogre. For instance, a Size 6 unit falling two levels takes 11 dice damage to treads — roll 11 dice and lose that many tread units.

An odds ratio indicates the attack that is rolled against each component of an Ogre. For a manned unit, the odds ratio indicates the single attack that is rolled against the unit to see if it survives the fall. For instance, that same Size 6 unit would suffer a 2-to-1 attack on each of its weapons.



# TURN SEQUENCE

The basic turn sequence, for each player, is:

## Recovery Phase

Units disabled in the preceding turn by terrain *may* recover — roll for each unit. Units disabled two turns ago by enemy fire recover automatically.

## Movement Phase

Units move up to their full Move distance.

If any unit comes within 1" of an enemy, resolve the overrun attack. Survivors may continue moving.

If any unit enters terrain hazardous to that unit, roll to see if it is disabled.

## Fire Phase

All units which are not disabled may fire.

## Second GEV Movement Phase

GEVs move up to their full (second) Move distance.

If any GEV comes within 1" of an enemy, resolve the overrun attack.

If any GEV enters terrain hazardous to GEVs, roll to see if it is disabled.

It is now the other player's turn.

# SIZE TABLE

This table gives the relative sizes of units and (where applicable) the number of infantry required to move them out of a road. Note that intrinsically immobile units like Howitzers cannot be moved by infantry. The chapter on Structures gives sizes for buildings as well, to help determine what can hide behind them, but buildings cannot be moved by infantry. They can, of course, be blown up.

| Size                                           | INF to move |
|------------------------------------------------|-------------|
| 1. Light Tank, LGEV, Truck, INF squad          | 1           |
| 2. GEV, Missile Tank, archaic MBT or APC       | 3           |
| 3. Heavy Tank, GEV-PC                          | 5           |
| 4. Missile Crawler, Mobile CP, LHWZ, HWZ, MHWZ | 6           |
| 5. Superheavy, Ogre Mark I                     | 9           |
| 6. Ogre Mark II                                | 15*         |
| 7. Ogre Mark III, III-B, Ninja                 | -           |
| 8. Ogre Mark IV, V, Fencer                     | -           |
| 9. Ogre Mark VI, Doppelsoldner                 | -           |

## Clearing Roads by Shoving

Large units may shove much smaller ones off the road. This is not considered a "ram." It costs the shoving unit 1" of movement, but does no damage.

- A Size 3 or larger unit may shove a Size 1 unit.
- A Size 5 or larger unit may shove a Size 2 unit.
- A Size 6 or larger unit may shove a Size 3 unit.
- A Size 7 or larger unit may shove any smaller unit.

# COMBAT RESULTS TABLE

| Roll | Combat Odds |     |     |     |     |
|------|-------------|-----|-----|-----|-----|
|      | 1-2         | 1-1 | 2-1 | 3-1 | 4-1 |
| 1    | NE          | NE  | NE  | D   | D   |
| 2    | NE          | NE  | D   | D   | X   |
| 3    | NE          | D   | D   | X   | XX  |
| 4    | NE          | D   | X   | XX  | XX  |
| 5    | D           | X   | XX  | XX  | XX  |
| 6    | X           | XX  | XX  | XX  | XX  |

Combat ratios are always rounded off in favor of the defending unit. Attacks at 5-to-1 or better are an automatic X. Attacks at less than 1-to-2 have no effect.

For *regular combat*, read the table just as it is written. For *over-run* attacks, read each D as an X, *unless* an Ogre is the target. For *spillover* fire, read each D as an NE and each X or XX as a D.

## CRT RESULTS

There are four possible outcomes shown on the Combat Results Table:

**NE** – No effect. The unit survives the attack unharmed.

**D** – The result depends on the target.

An *Ogre* is undamaged.

An *infantry unit* has its strength reduced by 1. Replace it with a base having one less figure. If its strength was only 1, it is eliminated automatically.

An *armor unit* (or CP with D1 or more) is *disabled*. Mark the unit with a D marker or white smoke. It can neither move nor fire next turn. Units disabled by enemy fire will recover after the enemy's *next* turn — this means the enemy gets one whole turn to attack the unit while it is disabled.

A disabled armor unit (or CP) is destroyed if it receives a second D result while disabled. It becomes a hulk.

**X** – Destroyed. If the unit attacked is an *Ogre*, the part of the Ogre that was attacked is destroyed. Check it off the Ogre record sheet immediately.

An *armor unit* that gets an X becomes a hulk. It is eliminated, but may still provide cover for other units. Mark it with a black puff of cotton to indicate flame or smoke.

A destroyed infantry unit is removed from the battlefield.

**XX** – This is the same as an X result, except for armor units.

An armor unit that gets an XX does not become a hulk. Remove it completely.

# TREAD LOSS

When an Ogre rams another, the number of treads lost by the rammed Ogre is determined by a die roll. The bigger the *ramming* Ogre, the more dice are rolled, as follows:

- Ogre Mark I, II (Size 5 or 6) – 1 die
- Ogre Mark III or III-B (Size 7) – 2 dice
- Ogre Mark IV, V, or Fencer (Size 8) – 4 dice
- Ogre Mark VI or Doppelsoldner (Size 9) – 6 dice

An Ogre Mark III or larger will completely crush anything smaller than a Superheavy which it rams; not even a hulk will be left.

The largest cybertanks (Size 9) will completely crush a Mark I or Superheavy when they ram, rather than simply eliminating tread units.



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